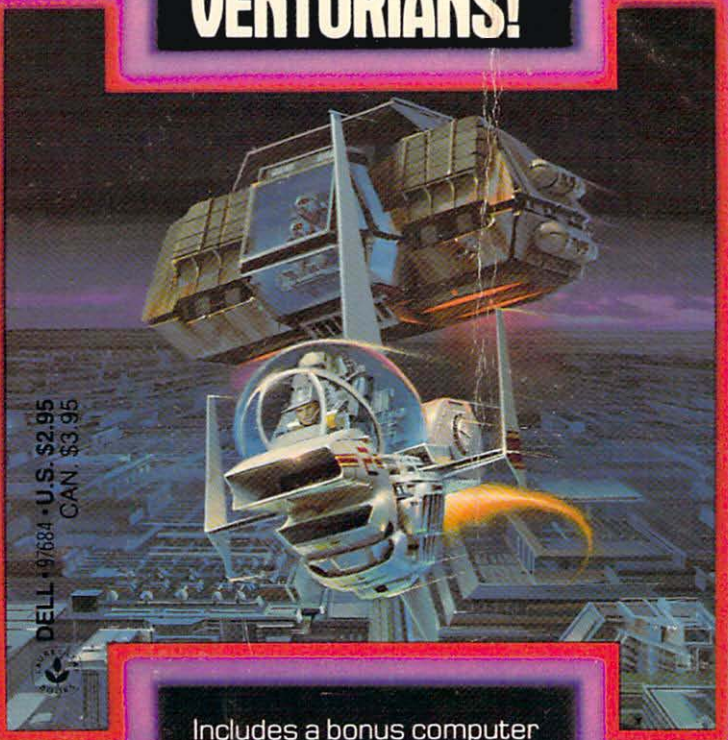
The adventure fantasy with the computer game finale

ARCADE EXPLORERS

SAVE THE VENTURIANS!



DELL • 97684 • U.S. $2.95
CAN. $3.95

Includes a bonus computer program for your Commodore 64, Apple II, and Radio Shack Color Computers

Seth McEvoy and Laure Smith

The FX-cruisers are moving in fast.

"I'm going to pick up speed," Ramda says. "Hang on tight!"

The terrorist cruisers close in on the small cybercycles.

Max shoots off his macrocannon and the Technoterrorists open fire. They miss!

Ramda shouts to you, "Your turn, hero! Blast those binary bullies!"

You aim at the black cruiser and squeeze off a round of electrofire. They shoot their vector weapons, but Ramda darts out of the way. The terrorists speed closer! You blast them again. You bombard the left side of their cruiser, throwing it off balance. It spins across the sky and crashes to the ground.

SETH McEVOY, the game designer, and LAURE SMITH, the author, live in the New York City area.

ALSO AVAILABLE IN LAUREL-LEAF BOOKS:

THE WARLOCK OF FIRETOP MOUNTAIN, *Steve Jackson and Ian Livingstone*
THE CITADEL OF CHAOS, *Steve Jackson*
THE FOREST OF DOOM, *Ian Livingstone*
STARSHIP TRAVELLER, *Steve Jackson*
CITY OF THIEVES, *Ian Livingstone*
ISLAND OF THE LIZARD KING, *Ian Livingstone*
DEATHTRAP DUNGEON, *Ian Livingstone*
A WRINKLE IN TIME, *Madeleine L'Engle*
A WIND IN THE DOOR, *Madeleine L'Engle*
A SWIFTLY TILTING PLANET, *Madeleine L'Engle*

ARCADE EXPLORERS

SAVE THE VENTURIANS!

Seth McEvoy and Laure Smith

Illustrated by Lynn Sweat

This book is dedicated to Pete and Louise Smith

Published by
Dell Publishing Co., Inc.
1 Dag Hammarskjold Plaza
New York, New York 10017

Text copyright © 1985 by Seth McEvoy and Laure Smith

Illustrations copyright © 1985 by Lynn Sweat

All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage and retrieval system, without the written permission of the Publisher, except where permitted by law.

Laurel-Leaf Library ® TM 766734, Dell Publishing Co., Inc.

ISBN: 0-440-97684-7

RL: 8.7

Printed in the United States of America
First printing—July 1985

CONTENTS

Introduction vii

The Story 1

Chapter 1 3
Chapter 2 11
Chapter 3 30
Chapter 4 42
Chapter 5 56
Chapter 6 69
Chapter 7 86
Game Simulation 93
Chapter 8 101

Appendixes 103

What You Need to Know to Type in the Programs 105
Index of Listing Conventions 108
Program Options 110
How to Play the Game 112
Option Sheet 115

Game Listings 117

Commodore 117
Apple II 135
Radio Shack Color Computer 151

Introduction

Join the Arcade Explorers and discover a new dimension of video game adventure! You'll travel to the land inside your computer and save the kingdom of Venturia from the evil Technoterrorists.

You are the hero of this book. You'll make choices that will reveal different parts of a computer program, which you'll use to create your own unique video game. When you type all the listings into your home computer, you will play the game and determine Venturia's fate.

The computer programs in this book are written in BASIC for the Apple II+, Commodore 64, and Radio Shack Color computers. The program is divided into seven parts. You will make a choice between two different game options for each of the seven parts of the program. This will give you 128 different video game possibilities.

You can input each of the seven parts as you make your choice in the story. Or, if you want to type in the entire program later, you can mark your choices on the Option Sheet on page 115.

Before you do any typing, be sure to read the specific instructions for your computer, starting on page 105.

Even if you don't have a computer or don't want to use one, you can still enjoy this book. Read the story and make your seven choices, then turn to page 93 and follow the fast-action simulation of the video game finale.

The choice is yours to make.

Can you save Venturia?

THE STORY

chapter 1

The Digital Dimension

The kingdom of Venturia lies inside your computer. It was a beautiful and peaceful land until the brutal armies of the Technoterrorists launched a surprise attack. The terrorists hate all scientific advancements. Their plan is to turn Venturia's technological society back into a primitive wilderness. Now the Venturians are fighting desperately to stop the terrorist invasion.

In the war operations room of Venturia's capital, alarms sound and officers shout orders. Intricate maps fill the battle scanner's huge viewing screen. Romiden, the Venturian leader, paces as he plans his secret counterattack.

Suddenly blue lights flash and another emergency alarm blasts through the air. A battle scanner operator calls to Romiden, "Sir, the terrorists demand to speak to you at once."

"Okay, Hol," Romiden replies grimly. "Put them on the scanner screen."

Three of the red-uniformed terrorists come into focus. The captain holds up a large black box and says, "It's all over, Romiden. We've got your precious power supply. We'll use it to fuel our new Deadlock Laser and stop the wild growth of Venturian technology once and for all! Everything will be restored to its natural order, the way it was before your unnatural technology!"

Romiden shouts, "Not so fast, you terrorist electroswine! We've got a secret weapon of our own. Our Smole scientists are preparing it right now."

"Ha!" The terrorist captain sneers. "We've just captured all of your scientists from the CPU Training Academy. At this moment the dirty little Smoles are being loaded into our FX-cruisers and taken to our underground fortress."

Romiden shouts, "You haven't beaten us yet!"

The picture fades as the three terrorists climb into their bulky FX-cruiser.

"But, sir," pleads Hol, "without the Smole scientists to operate the Scannervision secret weapon there is no hope. We have no time to train more operators."

"Then we'll have to get them from somewhere else," Romiden says.

"Where?" Hol asks.

"From the Analog Dimension," Romiden replies. "The people there are different from us in the Digital Dimension. We have no natural abilities and must be taught all of our skills. The people in the Analog Dimension are born with what they call instincts. These instincts give them the power to follow their feelings instantly. The Scannervision needs operators who can react instinctively.

"You see, the Scannervision is very similar to the video games on the Analog Dimensions. We must find their best video game player to save Venturia."

"What if the player won't come?" asks Hol.

"Don't worry," Romiden says reassuringly. "Venturia is the land inside computers. If the Technoterrorists destroy Venturia, then all computers in their world will be destroyed too."

You fly through the door and race across the kitchen. There is a letter for you on the table. You grab it and tear it open as you hurry to your room.

"Great," you say to yourself. "It's the answer I've been waiting for!"

You shut your bedroom door, slide into your chair, and read the letter carefully. It says:

Congratulations! You are now a member of the electronic network of Arcade Explorers. Your video game scores have qualified you for membership into our BASIC Council of the Riders of the Light. This entitles you to hook up your computer to our unique network of exciting video games.

Ride with the Arcade Explorers as they discover new horizons of computer adventure!

P.S. Your game scores were higher than all of our other members. You are now our best video game player.

You throw the letter into the air and cheer, "Yea! I finally made it into the Arcade Explorers!"

You pull your chair up to your computer. "I can't wait to see what's on their network!" you say excitedly.

Turning on the power, you dial the phone and connect your computer to the Arcade Explorers computer network. A menu appears. You select the first category: MESSAGES TO AND FROM MEMBERS.

"I wonder who else is on this network?" you say to yourself as you scan through the listings at high speed. "Hey! There's a message for me!"

You press an access key, but instead of words on your

screen, a man's face appears. "Wow, this is great!" you exclaim.

The man says, "You are the best video game player on the elite Arcade Explorers Network. You must come to Venturia."

"What's Venturia?" you ask, confused. "Who are you? What is this all about?"

"Venturia is the kingdom inside your computer," the man answers. "I am Romiden, the leader. You are needed to save Venturia before it is destroyed by the Technoterrorists. If they defeat us, all computers will be destroyed—including your own!"

"Oh, no!" you cry. "I mean, yes! Of course I'll come. How do I get there? How long will I be gone?"

"You will be gone for only a few seconds. Venturia is in the Digital Dimension, where time moves so fast it seems to stand still. Get ready, I'll send a messenger for you immediately," Romiden replies.

Your room suddenly becomes dark. A sparkling white mist rises from the floor. A white bird fies through the screen and lands beside your keyboard. He is eight inches high and has one large eye in the middle of his head.

"Who are you?" you ask.

The bird looks straight at you and says, "Vidi's my name, from Venturia I came. There you must go and save my desperate land. These words you must type:

"Riders of the Light
From the Land of the Night
Will pass through the glass
Of Lightning's Window."

After you type in the phrase, Vidi says, "At me you must look, and not be afraid. My light, it will shine, and digitize you."

"I'm not afraid," you answer. Vidi looks at you and

shoots a beam of bright blue light at your chest. A gentle tingle flows through you as your body changes into colored digital squares. Then the squares get smaller until you are only half Vidi's height.

The white bird scoops you onto his back and says, "Hang on!"

"You bet!" you reply. "It's a long drop to the ground. You can change me back later, can't you?"

"Yes, that is so, but now we must go," Vidi answers impatiently, flying toward your computer's monitor. The big screen sparks and flashes as you approach. When Vidi touches the glass, you are jolted upside down by a thunderous crack.

Suddenly you're inside your computer!

Venturia

You and Vidi tumble through the darkness. Flashes of light cut through the air. A blast of thunder rocks you to the ground.

As you climb to your feet, a light goes on. You are in a large white room. A tall, gray-haired man enters. He says, "I'm so glad you're here! I'm Romiden. Welcome to CPU Central, the capital of Venturia. I hope you are all right."

"Yes," you reply. "I think I'm okay."

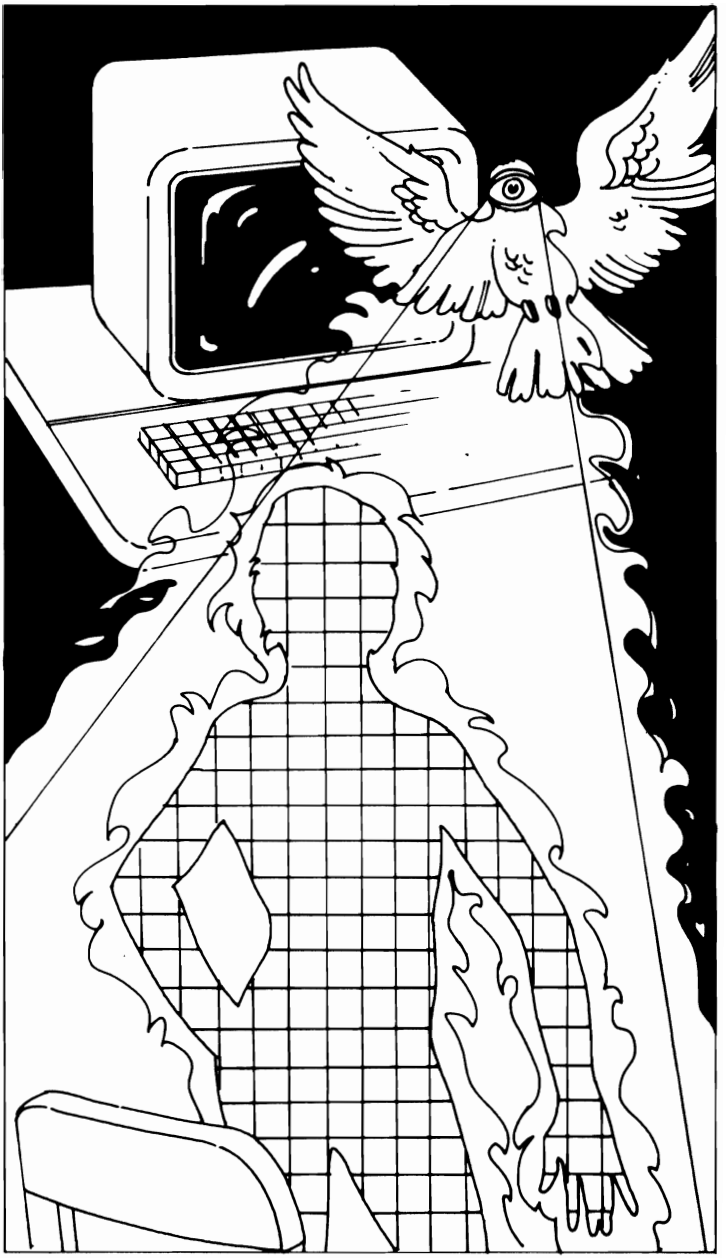
"We must hurry. Please follow me," Romiden says.

You race after Romiden as he briskly heads down a long white corridor.

Vidi flies onto your shoulder and Romiden says, "Venturia has been invaded by the Technoterrorists."

"Why?" you ask.

"Because they want to destroy all technology," Romiden answers. "The terrorists think it is evil. They only use technology to destroy technology. Our Scannervision se-



cret weapon is the only thing that can stop them, but all of our trained operators have been kidnapped. We need you to operate it."

"How can I do that?" you ask.

"You will use your outstanding video game skills and your natural instincts," Romiden says. "Our Scannervision operates just like your video games. With your superior skills, you will use the Scannervision to penetrate the seven caverns of the terrorists' underground fortress. Then you'll recover Venturia's stolen power supply and rescue the kidnapped Smole scientists. Understand?"

"Yes, I'm sure I can do it," you say eagerly. "When do I start?"

"Unfortunately, it's not that easy," Romiden replies. "The Technoterrorists took us by surprise. The Scannervision's data program is divided into seven parts. You must journey through the dangerous outlands of Venturia to get the seven program segments from our Smole scientists."

"I thought they were all kidnapped," you say.

"No," Romiden answers, "only the ones from the CPU Training Academy were kidnapped. There are many other Smole scientists, but none of them have been trained to operate the Scannervision."

"I'm ready to face anything!" you say.

"Good! I knew you could help us." Romiden holds out his hand. It contains two small golden tokens.

"Each of the seven Scannervision program segments are stored in teletokens like this. As a safety precaution, the little Smole scientists made two versions of each program segment. Each version is at a different Smole research outpost. You must decide which outposts to go to. Your decisions will affect the way the Scannervision defense system operates."

"You mean I can make it play the way I want?"

"Yes, that's the idea," Romiden replies. "Your first task is to choose one of these two teletokens.

"The Scannervision is equipped with a remote-control vehicle that can blast terrorists and destroy their booby-trapped walls. One of the tokens contains data to make the Scannervision fire in a pattern similar to your plus sign. The other teletoken will make it fire in a pattern similar to your letter *x*. Which do you prefer?"

After you tell Romiden your choice, he hands you that token.

If you have a computer and want to type in the first part of your game now:

If your choice is +
Apple users turn to page 137.
Commodore users turn to page 119.
CoCo users turn to page 153.

Type in program segment 1A and then type in program segment 1C.

If your choice is x
Apple users turn to page 137.
Commodore users turn to page 119.
CoCo users turn to page 153.

Type in program segment 1B and then type in program segment 1C.

When you are through typing continue the story. Turn to Chapter 2 on page 11.

If you are not using a computer:

Mark your choice of + or **x** on the Option Sheet on page 115.

Then turn to Chapter 2 on page 11 to continue the story.

chapter 2

"I must leave you now and return to the war operations room," Romiden says.

He opens the door and greets a young girl. Her hair is blond and she's wearing a long blue-striped shirt. Vidi flies onto her shoulder.

"This is my daughter, Ramda," says Romiden. "She's just about your age. She and Vidi will accompany you through the outlands. Since the terrorist troops are everywhere, I've asked my chief security officer to join the three of you. He'll be here any minute."

Romiden places his hand on your shoulder and says, "Without our main power supply, we've been forced to operate on Electron batteries. They'll only last another six or eight octal hours. It's vital that you acquire the teletoken data as fast as you can. Venturia's fate is in your hands!"

"I won't fail," you reply confidently.

Romiden rushes off. Ramda tosses you a round silver helmet as he says, "Put that on. We'll be traveling by cybercycle and you'll need it."

You place the unusual helmet on your head. It fits perfectly. She hands you a thick belt with many little compartments.

"What do I do with this?" you ask.

She says, "It's a supply belt and will come in handy if we run into the terrorists." She straps a similar belt on over her big striped shirt.

As you buckle on the heavy belt, a short, muscular man in a black and white checked coat enters. He's only about three feet tall. He raises his hand to his big black hat and salutes Ramda.

"I've been instructed to go with you," he says gruffly.

"I'm glad Romiden picked you, Max," she says. "We'll need you and your retro rifle in the terrorist-occupied outlands."

He slaps the strange-looking rifle strapped on his back and says, "You can count on us, Ramda." Looking at you, he asks, "Who's your pal?"

Ramda introduces you.

The little man shakes your hand and says, "I'm M. E. Maximus. You can call me Max."

You ask, "What does the M. E. stand for?"

Vidi squawks and replies, "Mentally Extinct."

Max is about to make an angry retort, but Ramda scowls and exclaims, "Max! Vidi! Can't you two stop your constant bickering? You know this mission is too important to be fooling around. Deep down I know you two really like each other."

Vidi rolls his eyes as Max slips up next to you and whispers, "I don't know what that bird expects to do against the Technoterrorists. He doesn't have brains *or* brawn."

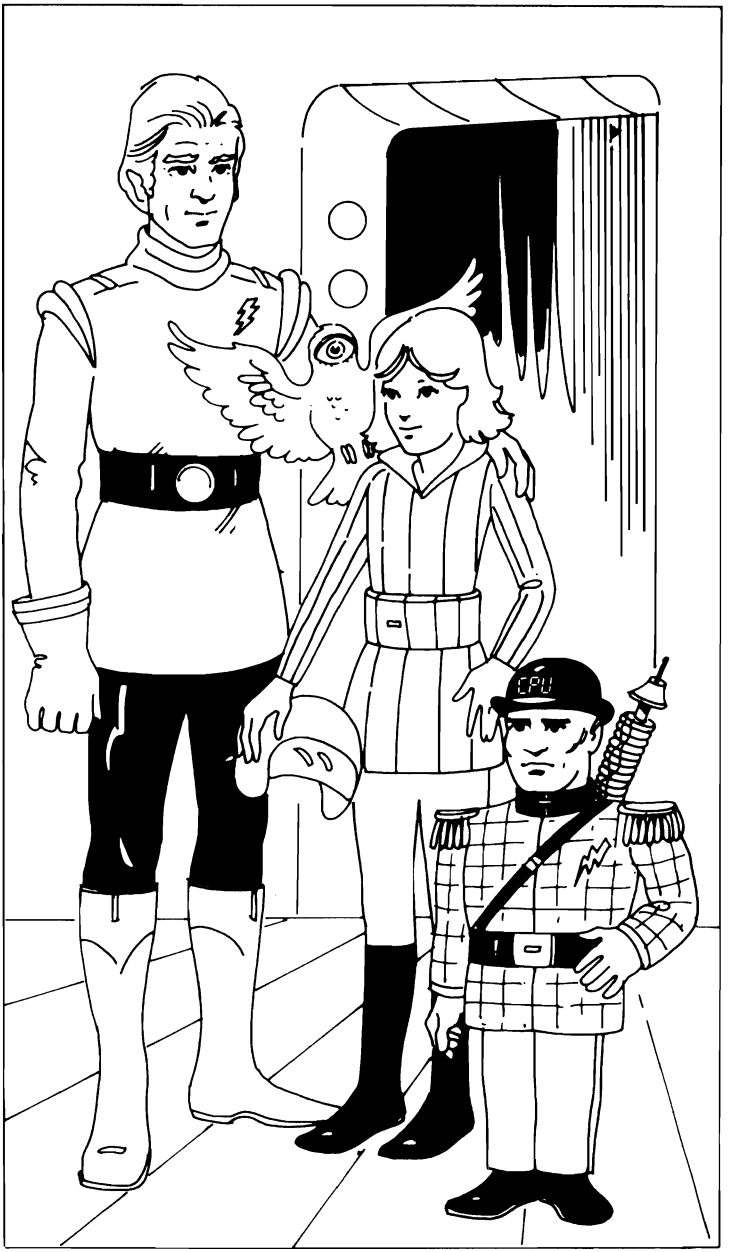
Ramda interrupts, "Let's leave CPU Central before it's too late. The terrorists are closing in."

"It won't be easy," Max replies. "We'll have to move at top speed."

"We can do it," Ramda shouts. "We have to!"

You follow her outside the huge palace to a courtyard. She slides inside a globe-shaped vehicle standing on a single leg like a gyroscope. It has a bubble windscreen around the cockpit.

"Is that a cybercycle?" you ask.


CPU

"You guessed it," Ramda answers. "This is my pride and joy. Next to Max's, this is the fastest one in Venturia."

As Ramda swings herself onto the cycle's front seat, Vidi perches himself next to a headlight. Ramda motions for you to sit behind her.

You jump inside the sleek machine and strap on the safety belt. Max takes off in his cybercycle and circles overhead. Ramda calls him on the video screen and says, "Fly north until you reach the Fibonacci River."

"I'm already there!" answers Max as his cycle zooms out of sight.

With a steady hand at the controls, Ramda flies her cycle straight up off the ground. As it jolts forward, you almost topple out of your seat. The cycle moves so fast you can barely see what the surrounding buildings look like. You get a quick glimpse of squarish blurs of green and white. Some are long and flat while others are very tall and skinny. Trying to focus on them makes you so dizzy that you must look away.

Max's cycle is far ahead. Ramda turns right with lightning speed. "My miniscanner says that there is a terrorist FX-cruiser approaching. Keep a sharp lookout through the ultraviewer," she says, handing you a long glass disc.

You hold the ultraviewer up to your eyes and scan across the sky. "I see a black rectangular vehicle far behind us," you tell Ramda.

"That sounds like a Technoterrorist cruiser!"

She contacts Max on her miniscanner and says, "FX-cruiser approaching, move up to megaconversion speed."

Max replies, "Status acknowledged. We can outmaneuver those clumsy cruisers, but get your macrocannon ready just in case."

Ramda punches a key on her operator's panel and your seat turns backward. She says, "You're going to have to use the macrocannon if they get too close. I hope you have good aim."

"I sure do," you tell her as you grip the hand controls.

The FX-cruisers are moving in fast.

"I'm going to pick up speed," Ramda says. "Hang on tight!"

The terrorist cruisers close in on the small cybercycles.

Max shoots off his macrocannon and the Technoterrorists open fire. They miss!

Ramda shouts to you, "Your turn, hero! Blast those binary bullies!"

You aim at the black cruiser and squeeze off a round of electrofire. They shoot their vector weapons but Ramda darts out of the way. The terrorists speed closer! You blast them again. You bombard the left side of their cruiser, throwing it off balance. It spins across the sky and crashes to the ground.

"Nice move," Ramda cheers.

"Brilliant!" shouts Max over the miniscanner.

"Thanks!" You pick up the ultraviewer and look for more terrorists. But the sky is clear in all directions.

"We are almost to our destination," Ramda says. "It's just up ahead."

You lean to the side and look down below. The unusual green and white buildings are gone. The ground is all orange, red, and black.

Ramda stops the cybercycle in midair, and you can see strange plant life below. There are tall green, treelike stalks with rectangular black leaves. The ground is covered with long, thin blades of red grass. A thick lacy substance, like orange ivy, is scattered everywhere.

Instantly the cycle descends. Ramda lands next to Max's craft and switches off the gyromotor. As she pulls off her helmet she turns to you. "Keep your helmet on. These orange plants give off a vibration of light that may damage your eyes."

"What are those plants?" you say.

"They're electrovines," Ramda replies, "and the ones

with square green stalks and big black leaves are quadtrees. The electrovines give you quite a jolt if you don't handle them carefully. There's a negative power blade in the second compartment of your supply belt that will help you cut through them. Be careful because we'll proceed on foot from here; the electrovines are everywhere."

As the three of you enter the thick forest of tall quadtrees, Ramda says, "Vidi, you fly up ahead and scout for any dangers. Max, you lead the way on foot. I'll cover the rear."

You all wend along the narrow path, careful not to disturb any of the electrovines that hang down. Max cautions, "It's strangely quiet here. Keep a close watch."

"Look out!" Ramda yells. You freeze as a clump of electrovines falls at your feet.

Max picks up the dangerous vines with his retro rifle and tosses them into the forest. The vines spark and crackle as they fly through the air. Then he turns to you and says, "Those vines can knock you on your bit bucket if you're not careful."

Vidi flies onto Ramda's shoulder and cries, "Five terrorist scouts, up ahead."

"We can fight them off," Max says confidently, holding his retro rifle.

Ramda shakes her head. "Not if we don't have to. Let's change our course and avoid them." She checks her electronic minimap to see which path to take.

After Ramda analyzes the data, she says, "Unfortunately, the best path is the one we are on. We'll have to cut through the Data Swamp or go over the Terminal Ridge."

"That's not much of a choice," Max replies. "They're both pretty rough."

"What's the difference between them?" you ask.

Ramda explains, "They're both very dangerous. If we take the Terminal Ridge, then we'll get the Scannervision data that will start your vehicle where it must pass through

four caves before it reaches the captured Smoles and power supply. However, you can exit through one cavern. If we take the Data Swamp, the Scannervision data will start your vehicle in a place where you have to pass through only one cavern to get to the Smoles and the power supply. But if you do that, you must pass through four caverns to get away. It's your decision, since you'll be operating the Scannervision defense system."

You think for a moment and then make your decision.

If you choose the Terminal Ridge, turn to page 18.

If you choose the Data Swamp, turn to page 24.

Mark your choice on the Option Sheet on page 115.

chapter 2a

You choose to take the path across the Terminal Ridge. "We'll have to go through the quadtrees on the left," Ramda says. "Fortunately, the electrovines aren't too thick in that direction. Our trouble will begin when we have to climb up along the ridge. Crossing that creaky bridge is the most dangerous part."

"Maybe we should have gone through the Data Swamp instead," you tell Ramda.

"No," says Max. "It's so slippery and smelly down there I think it might be worse."

As you struggle through the quadtrees, Ramda says, "It won't be as bad as it sounds. It's interesting, actually."

"Why?" you ask.

"Because it's the remains of an enormous viewing terminal that once belonged to a long-lost kingdom of giants," she replies.

"What happened to them?" you ask.

"They were all driven into the sea during the Static Wars long ago. All that remains of the old terminal is a huge mound of glass with wires running out of it. The mound is what we now call the Terminal Ridge. It's so treacherous that the name has taken on a double meaning," Ramda says. "I'm going to the top of the hill to see if it's safe up ahead. Vidi, you stay behind with the others."

As Ramda skillfully maneuvers through the electrovines, Vidi flies off her shoulder and swoops past Max.

"You good-for-nothing sack of ferro-feathers!" he cries. "Why don't you run yourself into a quadtree?"

Vidi swoops through the air and gently lands on your shoulder. He turns to Max and says, "Your body is not tall, your waist it not slim, your ears are not small, and there's nothing between them!"

Before Max can get even, Ramda calls out from the top of the hill. "There aren't any Technoterrorists in sight. It's barren from here on in, so there's no place for them to hide."

You and Max rush to join Ramda.

"Look across there," she says to you. "That's the Terminal Ridge." Rising black and shiny out of the ground is a huge mound of glass. Its rounded peak sparkles in the light. Large cracks in the glass make it look as if it could crumble at any moment.

Ramda explains, "Those wires running from the black ridge to the other bank is the bridge we'll have to cross to get to the research outpost."

"That looks tough," you tell her.

Max says, "You better believe it, pal. Crossing that wire bridge will be tricky. But first we have to get across the Terminal Ridge!" He heads toward the ledge, and you, Ramda, and Vidi follow. You notice big black clouds quickly filling the sky.

A giant crack in the mound of glass makes a ledge wide enough for you to get a foothold. You slide along the treacherous path. From up ahead, Max shouts, "Double trouble! Two terrorist FX-cruisers coming in fast."

"They may not spot us," says Ramda. "But get your macroshooters ready!"

"What about me?" you ask. "I need something to shoot with."

"In your supply belt," says Ramda. "The first compartment—" She breaks off as the two FX-cruisers swing down and fly dangerously close.

You pull out the triangular macroshooter and prepare to fire.

"Quick, get to the wire bridge," shouts Max. The rickety cruisers fly past and disappear around the ridge.

Vidi flaps his wings and warns, "They come, they come."

The big black cruisers return and open fire. "Duck!" shouts Ramda as the terrorist weapons blast through the air.

"They missed!" shouts Max.

You turn and fire your macroshooter. The power of the macropulses shatters the terrorists' windshield. Their cruiser spins out of control and crashes to the ground.

"That'll slow those digital devils down!" Ramda exclaims. Rolling black thunderclouds rumble across the sky.

"So will the ribo rain," shouts Max.

The thick clouds burst wide open and black strings pour out. The slimy ribbons cling to the other terrorist cruiser and slow it down.

You arrive at the wire bridge and wait for the others. Stringy strips of ribo rain tumble onto your shoulders. You throw them off and climb onto the bridge, with the others following close behind. It's very shaky but you move quickly without losing your balance. The second FX-cruiser is in trouble. It twists in the air and sputters.

"The air intakes must be clogged," shouts Max with glee. "Those vector vultures can't build anything right!"

You, Max, and Ramda blast them with your macroshooters as you slide across the wire bridge.

Unexpectedly the cruiser charges for the bridge. A stream of vector fire pours across the bridge, cutting several wires. You and Max dive toward the rocky bank.

Ramda shouts, "I've been hit in the leg!"

You leap back onto the bridge and reach for her. "Grab my hand," you tell her. "I'll pull you to safety."

She struggles to the bank as Max pounds the FX-

cruiser with his retro rifle. He hits their electron engines and the cruiser explodes across the sky.

"Lucky shot!" squawks Vidi. "Out of here we must get, before more cruisers appear."

Max says, "The research outpost isn't far."

"Help me up," says Ramda. You lift her to her feet and help her across the rocky ground covered with slippery strings of ribo rain.

"Are you badly hurt?" you ask.

"It's not a very deep wound," she replies. "Help me to the building and I'll take care of it."

Soon you reach a small building that is cut into the side of a hill. Ramda turns to you and says, "I didn't get a chance to brief you on the entry procedure. Remember these words."

She raises her hand and knocks on the door four times.

A gentle voice from behind the door asks, "Who are you?"

"Riders of the Light," Ramda answers.

"Where did you come from?" asks the voice.

"From the Land of the Night," she replies.

"How did you get here?"

"We passed through the glass of Lightning's Window."

The door opens to reveal a two-foot-high Smole in a long green coat. He says "Come in. Quickly!"

You, Vidi, Ramda, and Max squeeze into the building. There's hardly enough room for everyone.

The Smole scientist says, "The Technoterrorists have already been here. I gave them false data, but if they find out that it's fake, they'll come back. You must hurry."

He hands you the teletoken, which looks large compared to his small hand. He says, "This is the data that will start the Scannervision vehicle at a place where it must pass through four caverns before it can reach the captured Smole scientists and the power supply. Once you have recovered the power supply and rescued my

brother Smoles, you must go through one more cavern to escape."

You place the teletoken in your pocket with the one Romiden gave to you.

Ramda turns to you and says, "I can't travel any farther. I must return home and get my leg repaired. Max? Vidi? Will you help me get back?"

"Of course," says Max.

"Certainly," answers Vidi.

"You will have to continue to the next research outpost alone," says Ramda. "As soon as I'm safe, Vidi and Max will return to help you on your journey."

"I'll find the next outpost," you tell her.

"I'm sure you will," she says. "That's why we chose you for this important mission. You'll need this to help you."

She hands you her electronic minimap and says, "This will tell you the coordinates of your next destination. You can contact me directly by pushing the blue button. I will assist you any way I can."

You take the small triangular device. It has a long silicon cord, which you hang around your neck.

As Vidi and Max help Ramda out of the door, the Smole says to you, "The pathway that starts behind this building will take you to the Crystal Cable. Follow it to the next research outpost. Beware of the red-uniformed Technoterrorists."

"I will," you assure him.

You wave good-bye as Max, Vidi, and Ramda disappear into the secret tunnel that will take them safely back to CPU Central.

You follow the trail behind the research outpost. The narrow pathway is slippery from the ribo rain. Fortunately, there are large rocks on each side of the path that help you keep your balance. When you reach the top of the rocky hill, you see a quadtree forest filled with electrovines.

If you have a computer and want to type in the second part of your game now:

Apple users turn to page 139.
Commodore users turn to page 121.
CoCo users turn to page 155.

Type in program segment 2A. Then type in program segment 2C.

When you are through typing, continue the story by turning to Chapter 3 on page 30.

If you're not using a computer:

Turn to Chapter 3 on page 30 to continue the story.

chapter 26

You choose to go to the research outpost on the other side of the Data Swamp.

"We'll have to go through the quadtrees on the right," Ramda says. "Unfortunately, the electrovines are very thick in that direction. And that's just the start of our troubles. Climbing down into the swamp is dangerous enough, but getting across it is even more treacherous."

"Why?" you ask.

"Because the black waters of the swamp are liquid data waste," Ramda answers.

"What's data waste?" you ask.

She says, "One of the most interesting scientific failures in Venturian history. Many years ago, a communications storage system was created where data was frozen into ice tablets. It became so difficult to keep them frozen that eventually they all melted and created these swamps of data waste."

Max tosses a clump of crackling electrovines into the air and says, "That horrible smell is the worst part."

"Maybe we should have gone the other way?" you ask.

"No," Ramda replies. "Getting across that old wire bridge is worse than anything in the Data Swamp. We'll be fine. I'll scout ahead for the trail that heads down into the swamp."

She places Vidi on her hand and says, "Vidi, you stay with the others." The white bird flies into the air as Ramda darts into the forest.

Vidi zooms by Max's head.

Max throws up his arms and shouts, "Listen, winged wonder! You're getting dangerously close to becoming extinct!"

Vidi lands on a quadtree and carefully smoothes down his ferro-feathers. He says, "The truth is, my friend, your feet are too big, your body so small, your head is filled up with the brains of a wall."

Max throws a handful of electrovines at him, and the one-eyed bird flies up out of the way.

"Trach!" shouts Max.

"Backus!" retorts Vidi.

Ramda calls out from up ahead. "The pathway down to the swamp is over here!"

Max rushes toward her as you and Vidi follow close behind.

As you reach the edge of the cliff, you see hundreds of dead quadtrees floating in a vast pool of steaming black liquid. Ramda removes a silicon cord from her supply belt and says to you, "We'll have to climb down this cord to get down into the swamp. Can you tie it to a quadtree using a good strong knot?"

"Just watch me, Ramda," you reply. "I'll use my four-star, super-deluxe perfecto knot!"

You wrap the cord around the square trunk of a nearby quadtree. The cord is thin but sturdy.

When you complete the knot, Ramda says, "Nice work. Let's test it out. Max, you climb down first."

"Thanks a lot!" he replies.

Max leads the way as the rest of you follow. The silicon cord holds firmly as you and your companions descend the steep cliff.

Max says, "Nice job, pal! This cord's—"

His voice breaks off. Suddenly he cries out, "Two FX-cruisers overhead!"

"Get your macroshooters ready," Ramda shouts.

"What about me?" you call out.

"Look in the first compartment of your supply belt," Ramda says. "There's a loaded shooter in there."

You pull out the triangular weapon and prepare to fire.

"They may not spot us," says Max.

"Not likely," Ramda replies. "Here they come!"

The two black terrorist cruisers race toward you and open fire.

"Jump!" yells Ramda. You let go of the cord and splash into the pungent waters below.

Max bursts out of the black liquid and calls out, "Move across the swamp as fast as you can!" You struggle through the floating quadtrees as the Technoterrorists fly overhead.

"They're coming closer!" you yell. With careful aim, you fire your macroshooter at one of the rickety FX-cruisers. You puncture a side compartment and red smoke pours out. The cruiser sputters, flips through the air, and crashes into the forest.

"Good work," shouts Ramda. "Watch out! Here comes the other one!"

The second cruiser swings dangerously close and blasts its vector ray through the swamp waters. You duck below the surface just in time.

"We're almost to the other side," Ramda shouts as she pours macropulses into the second cruiser. "Keep moving."

The FX-cruiser returns, bombarding the water with more vector fire.

"I'm hit!" cries Ramda.

You rush to her side and help her struggle out of the murky liquid. She slides onto the rocky bank under a protective stone ledge, where she holds her wounded leg.

"I'll get that electroswine!" shouts Max.

He raises his retro rifle and fires into the approaching cruiser's fuel cartridges. *Blam!* The numeric fuel bursts into flames and the cruiser explodes in midair.

"Right on target!" says Vidi.

"Are you all right?" you ask Ramda.

"Sort of," she answers wearily. "The research outpost is just up that hill. I didn't have time to brief you on the entry procedure. Watch me and listen very carefully to what I say."

You help her to a small building made out of quadtrees. Ramda knocks on the door four times.

A gentle voice answers, "Who are you?"

"Riders of the Light," Ramda replies.

"Where did you come from?" says the voice from behind the door.

"From the Land of the Night," says Ramda.

"How did you get here?"

"We passed through the glass of Lightning's Window."

A two-foot-tall Smole in a long green coat opens the door. "Come in quickly."

You all squeeze into the building as the Smole says, "You must hurry. The Technoterrorists were here earlier, but I hid and left false data for them to find. They may discover my trick and return at any time."

"Dry yourselves by my fire tablet while I get your teletoken," the little Smole scientist adds. The powerful heating device dries your clothes almost instantly. The swamp's dirty data liquid turns to dust, which you brush off carefully.

The scientist gives you a teletoken that looks large against his tiny hand. He says, "Here is the data that will start the Scannervision vehicle at a place where it will pass through one cavern before it comes to the captured Smoles and the power supply. Once you have restored the power supply and rescued my brother Smoles, you must pass through four more caverns before you can escape."

As you put the teletoken in your pocket, Ramda says, "I can't accompany you on the rest of the trip. I must return home. Max and Vidi, will you assist me?"

They both reply, "Of course!"

Ramda turns to you and says, "You must make the next part of the journey alone. Vidi and Max will join you later."

"I can do it!" you tell Ramda.

She says, "I know you can. That's why we chose you for this mission!"

Ramda hands you her triangular electronic minimap and says, "You'll need this to find the research outposts. Push the blue key to contact me directly if you run into danger. Wear it around your neck at all times."

Max and Vidi help Ramda get outside. They walk toward a secret cave hidden in the bank of the Data Swamp where the Smole scientist readies a boat covered by electrovines.

You wave good-bye to your companions as they climb into the boat and ride into the underground river that will take them safely back to CPU Central.

The Smole scientist says, "The road at the top of this hill will take you to the Crystal Cable. Follow it to the next research outpost. Beware of the red-uniformed Techno-terrorists."

"I will," you assure him.

You head up the hill but the ground is marshy and wet. To keep from sliding, you grab the tall red grasses. Finally you climb to the top and see a deep forest of quadtrees and electrovines ahead.

If you have a computer and want to type in the second part of your game now:

Apple users turn to page 139.
Commodore users turn to page 121.
CoCo users turn to page 155.

Type in program segment 2B. Then type in program segment 2C.

When you are through typing, turn to Chapter 3 on page 30 to continue the story.

If you're not using a computer:

Turn to Chapter 3 on page 30 to continue the story.

chapter 3

You head down the road and check your location on the electronic minimap that Ramda gave you. The triangular screen shows that you will soon reach the ancient communications pipeline called the Crystal Cable.

The hill is long and steep, but you climb it swiftly. As you reach the top you spot a shiny object glittering in the forest. It is covered with electrovines. You cautiously enter the forest to get a closer look. Using the negative power blade from your supply belt, you remove the electrovines.

You discover a smooth glass substance that is cool and smooth to the touch. "This must be the Crystal Cable I've been looking for," you say. "It's much bigger than I expected, almost as tall as I am. The quadtrees and electrovines have grown so thick around it that I won't be able to walk along the side. I guess I'll have to walk along the top, but the cable is too big and slippery for me to climb up there."

As you are trying to decide what to do, suddenly you hear voices on the road! You duck down out of sight and hide in a clump of thick red grass.

You watch cautiously as six men appear on the road. They wear shiny helmets and red uniforms, with a TT patch on their shoulders. They must be soldiers of the Technoterrorists, you decide.

You hear shouting. By their gestures, you see that two

of them want to go to the Crystal Cable, while the others want to continue down the road. They split up angrily, and two of the terrorists head straight toward you!

You hold your breath and silently repeat the words, "Don't move, don't move."

The two terrorists stop when they realize the others aren't following them into the forest. They turn around and run after them.

When the terrorists are out of view, you check to see if they have really gone. You spot them heading over the next hill. "I'm safe," you say with a sigh, "but I must find some way to get up onto the giant Crystal Cable before they return."

You search through the forest but find nothing that will work. Then you look through the supply belt to see what you can find.

You pull out several odd-looking objects that seem to be tools. A thin cord falls from one of the compartments. "Great!" you declare. "I'll use this for a rope." You quickly tie it to the nearest quadtree. Then you throw the other end over the cable and climb steadily up to the top.

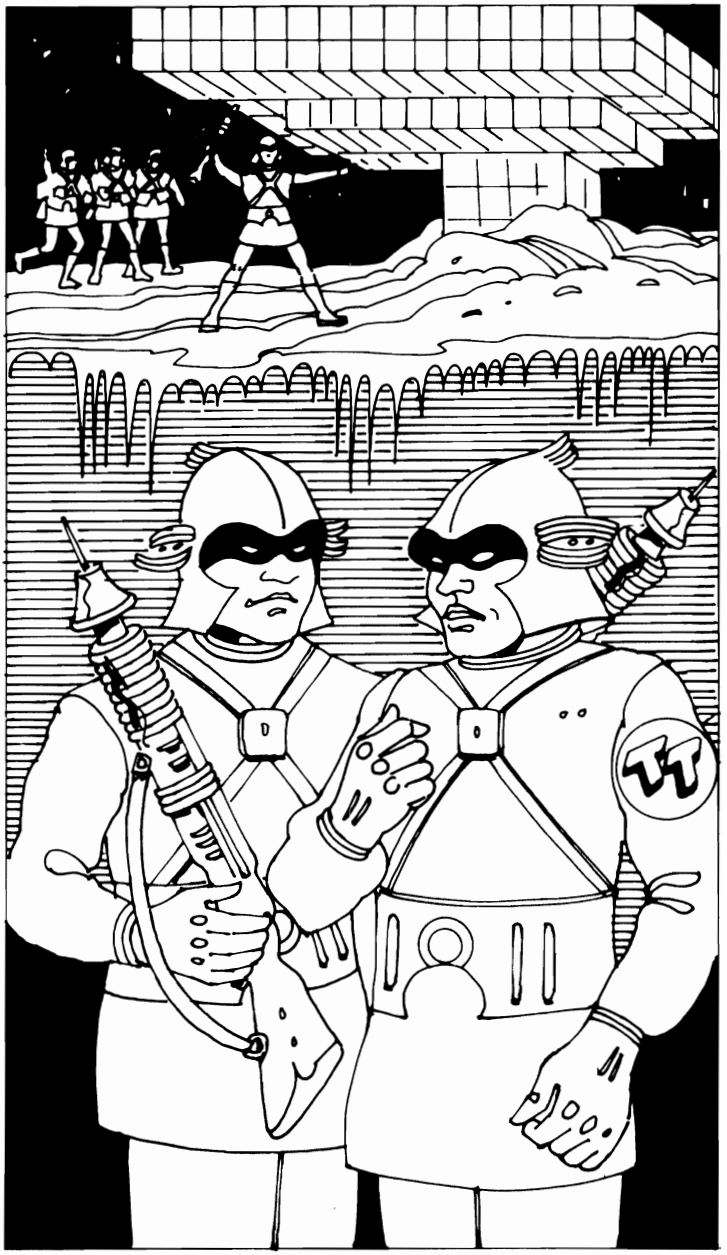
"This sure is slippery," you grumble as you try to stand up. You hold your arms out for balance. Your first few steps are awkward, but you quickly master the technique of walking along the smooth surface.

Soon you are almost running atop the Crystal Cable, swinging your arms as you glide through the forest.

Suddenly the cable branches in two directions. You stop and open your minimap to call Ramda. You press the blue key and see her face in the tiny display. "Ramda here, what's your status?" she says.

"The Crystal Cable splits into two different directions," you tell her. "I must find out what teletoken data is available at each of the two research outposts so I can choose which branch to take."

"Sorry," she says, "I forgot to tell you that the orange



key will automatically give you that information. The right cable will take you to the outpost where you will receive the data to give your Scannervision vehicle extra vector armor protection against terrorist attacks. But you'll have less protection against the explosive inner walls of the underground caverns.

"The left cable will take you to the outpost where you will receive the data to give your Scannervision vehicle more cryo armor protection against the electrocharged inner walls of the terrorist fortress, but less protection from terrorist attacks."

You think for a moment and make your choice.

If you choose the left branch of the Crystal Cable, turn to page 34.

If you choose the right branch of the Crystal Cable, turn to page 38.

Be sure to mark your choice on the Option Sheet on page 115.

chapter 3a

You tell Ramda, "I'm going to take the left branch."

She says, "Get to the research outpost as fast as you can. Venturia is in more danger every binary second. The minimap will tell you how many octal hours are left before the Electron batteries run out. You've already used one octal hour. You have seven more, if you're lucky, five if you're not. Watch out for terrorists. My data reports heavy troop movements in your area. Be careful!"

"I can handle them," you answer confidently. You press the green button and Ramda's picture fades.

As you begin running along the crystal pipeline, you feel the cable shaking. You stop to listen and realize the ground isn't shaking below you, it's the pipeline. You kneel down, putting your ear against the crystal surface. You hear a steady pounding rhythm.

Suddenly the sound stops and you hear a strange growling noise. You jump up quickly when you realize that it's not a growling sound, but the voices of the Technoterrorists.

You consider possible plans of action. Should I fight them or try to outrun them? you wonder.

Realizing that you don't want to fight and you probably can't outrun them, you ponder, If only I could trap them!

Frantically you dig through your supply belt. You find several tubes. One of the tubes has green pellets inside.

Another is filled with a dark liquid. You squeeze a third tube open and out pours a greasy substance. This will do, you decide. I'll make them slide off this cable so fast they won't know what happened!

You run along the pipeline and look for a good place to spread the grease.

The cable crosses over an open space high above a raging river swirling with black water.

Perfect! you decide. You slide backward on the cable's surface as you smear it with an invisible layer of grease.

The pipeline begins to vibrate again. It shakes violently and you almost fall off.

"I'd better get out of here," you say. You run along the cable through the forest until you come to a large clump of quadtrees. You check the minimap and comment, "The research outpost should be nearby."

Looking carefully through the forest, you spot a tiny black building tucked between two huge quadtrees. "That must be the Smole research outpost," you declare. "I'd better move fast."

You jump to the ground, narrowly missing a dangerous electrovine. You run toward the black building.

"I hope I remember the entry procedure that Ramda showed me," you whisper as you slowly approach the door and nervously knock four times.

"Who are you?" asks a voice from inside, in a very high tone.

"The Rider of the Light," you answer.

"Where did you come from?" the voice asks.

"From the Land of the Night," you reply.

The deep voice asks, "How did you get here?"

You tell it, "I passed through the glass of Lightning's Window."

The door to the building opens, and you are relieved to see a little Smole scientist in a long green coat. She invites you inside.

As the door closes, you hear shouting from outside. "That sounds like trouble," says the Smole. "It could be terrorists coming across the cable."

She flips on a small viewing scanner and video game–type images appear on the screen. You see red men trying to walk across the cable over the river. One by one all the men fall down into the water!

"I wonder why the terrorists couldn't cross the cable? They aren't that clumsy," says the Smole scientist.

"I greased the cable surface where it crossed the river," you explain.

The Smole scientist says, "Nice work! When they chose you, they picked the right person for the job!"

She reaches into a cup of green liquid and pulls out a teletoken. Drying it off, she says, "Putting this into my drinking cup is a good way to hide it from the terrorists, don't you think?"

"It's a great idea!" you say.

She hands you the token and explains, "This contains Scannervision data that will give the vehicle vector armor, to make it able to withstand more attacks from the terrorist weapons. Unfortunately, it also makes the vehicle slightly more vulnerable to the electrocharged walls that fill the terrorist caverns."

You put the teletoken in your pocket with the other two and tell the scientist, "I must hurry to my next destination."

"I'll help you," she says, opening the door.

The Smole gets a narrow ladder from behind the building and says, "Use this to climb to the top of the cable."

When you reach the top, you listen but don't hear the sounds of approaching terrorists.

The Smole scientist looks up and says, "Follow the cable until it ends. You'll come to the road that will take you to the Magnetic Mountain."

"Good-bye and thanks," you say. You jog across the surface of the great shiny cable. Picking up speed, you practically fly past the quadtrees and electrovines.

Soon you come to the end. The cable dives into the ground and you see a road in the distance. You slide down the sloping surface and hit the ground.

The minimap indicates that you must take the road to the right to get to the Magnetic Mountain.

If you have a computer and want to type in the third part of your game now:

Apple users turn to page 141.
Commodore users turn to page 123.
CoCo users turn to page 157.

Type in program segment 3B and then type in program segment 3C.

When you are through typing, turn to Chapter 4 on page 42 to continue the story.

If you aren't using a computer:

Turn to Chapter 4 on page 42 to continue the story.

chapter 3b

You tell Ramda, "I'm going to take the right path."

She says, "Get to the research outpost quickly! Every binary second brings Venturia closer to ultimate danger. The minimap will tell you how many octal hours there are before the Electron batteries run out. One octal hour has gone by. You have seven left, five if you're unlucky. Don't let the terrorists spot you. They're reported to be approaching that area."

You tell her, "I've already seen them but they didn't see me."

"Good! Keep it that way!" she replies.

"I can take care of them," you assure her. You press the green button and her picture fades from the minimap screen.

As you run along the cable you spot a small black building that could be one of the research outposts. You flip open the minimap, but before you can type in your position, you spot a terrorist coming toward you. There are more behind him!

I can't outrun them, and I'd rather not fight them. I've got to trick them! you think.

You dig through the supply belt hoping to find something to outsmart the approaching terrorists.

You find several small clear tubes in one of the pouches. One is filled with silver sticks, another has blue tablets, and the third is full of a thick yellow liquid. You pour out

a bit on your fingers. They stick together so firmly that you can hardly pull them apart!

You smile when you realize that this glue is the perfect solution! You drip it across the cable's surface.

The terrorists are only a few hundred yards away. The leader points his weapon at you. He fires! You jump off of the Crystal Cable just as the vector ray whizzes past you.

You speed toward the research outpost as vector blasts shatter the trees around you. All at once the shooting stops, and the terrorists start shouting.

"They fell into my trap!" you cry happily. You watch as they fall and get stuck in the glue. Each time they try to stand, they fall down again into the sticky mess.

Finally the terrorists escape and retreat into the forest with torn uniforms, leaving their weapons stuck in the glue.

You consult your minimap and see that the nearby building is the Smole research outpost you are looking for.

You approach the door hoping you remember the entry procedure Ramda showed you. You knock four times.

"Who are you?" a high-pitched voice asks.

You tell it, "I am the Rider of the Light."

"Where did you come from?" the voice barks.

"From the Land of the Night," you answer.

"How did you get here?" the voice asks angrily.

You say, "I passed through the glass of Lightning's Window."

The door flies open and you are relieved to see a female Smole in a long green coat. "Get in here and be quick about it," commands the Smole scientist. You jump through the doorway and she slams it behind you.

"I saw on my scanner how you got rid of those terrorists," the Smole says. "You must leave before they return."

You tell the scientist, "I've been very careful when it comes to avoiding terrorists."

"Your luck may run out," she says, handing you a teletoken. "This token contains the Scannervision data that will give the vehicle cryo armor, to help it withstand crashes into the electrocharged walls of the terrorists caverns. But be careful! The vehicle won't be able to resist as many hits from the terrorists' vector rays."

"Thanks!" you tell her. "I have to hurry to my next destination."

"Yes," she replies. "I'll assist you up onto the cable."

The scientist takes you outside to where she has tied a thick rope to a quadtree. She says, "Get a running start and use the rope to swing up to the top of the cable. Then follow the cable until you come to a road. It will lead you to the Magnetic Mountain."

You swing into the air and drop onto the cable's smooth surface. Though you almost lose your balance, you recover without falling and wave good-bye to the Smole.

Running swiftly across the cable, you soon come to the end of the pipeline. It is broken off in midair and the crystal edges sparkle in the sun.

You jump down and check the minimap. It says the Magnetic Mountain is on the road to your right.

If you have a computer and want to type in the third part of your game now:

Apple users turn to page 141.
Commodore users turn to page 123.
CoCo users turn to page 157.

Type in program segment 3B and then type in program segment 3C.

When you are through typing, turn to Chapter 4 on page 42 to continue the story.

If you aren't using a computer:

Turn to Chapter 4 on page 42 to continue the story.

chapter 4

You turn right onto the road that leads to the Magnetic Mountain. Swiftly and silently you run beside the forest of quadtrees. The road twists to the left and dips into a valley. You round the corner and spot a patrol of Technoterrorists! Diving into the forest is your only chance of escape.

Hiding safely behind a clump of electrovines, you peek out and realize that the terrorists didn't see you approaching.

"That's closer than I ever want to get to those barbarians," you whisper. Oh, no! you realize, You've got to get past them to get to the Magnetic Mountain! You check your minimap and think to yourself, I've got one less octal hour before the Electron batteries give out. I'll just have to slip by them as quickly and as quietly as possible. That won't be easy with these electrovines crackling and sparking every time I so much as breathe on them!

Suddenly you hear a rustling noise above you. Your hand is on your macroshooter, ready to blast the terrorists before they can jump down on you.

You see Vidi flying through the quadtrees! He lands on one of the black leaves and says, "Hello below, hello below!"

"Quiet!" you whisper frantically. "There's a patrol of terrorists up the road and I'm in no mood to be captured."

"So sorry," he says quietly.

"Okay," you reply. "Have you any idea how we can successfully get past those red baboons and reach the Magnetic Mountain?"

"Basic Diversion number twenty-one," Vidi says.

"What's that?" you ask.

He replies, "Through the forest I will fly. Much noise I will make. Their attention I will draw, while you sneak away."

"But will you be able to escape an entire patrol of Technoterrorists?" you ask.

"Of course, of course!" Vidi answers. "Across the valley, at the top of the hill, we will meet."

"I'm ready when you are," you tell him.

Vidi flies into the air and declares, "Return I shall!"

Grabbing up a batch of crackling electrovines in his beak, Vidi swings across the road. He dives through the quadtrees, sparking the electrovines against the black rectangular leaves.

The terrorist patrol snaps to attention, and they draw their weapons. They leave the road and run toward the forest. You wait until they are out of sight and then dart across the valley and up the hill.

You hear the high-pitched sound of the terrorists' vector rays blasting and murmur, "I hope Vidi's okay!"

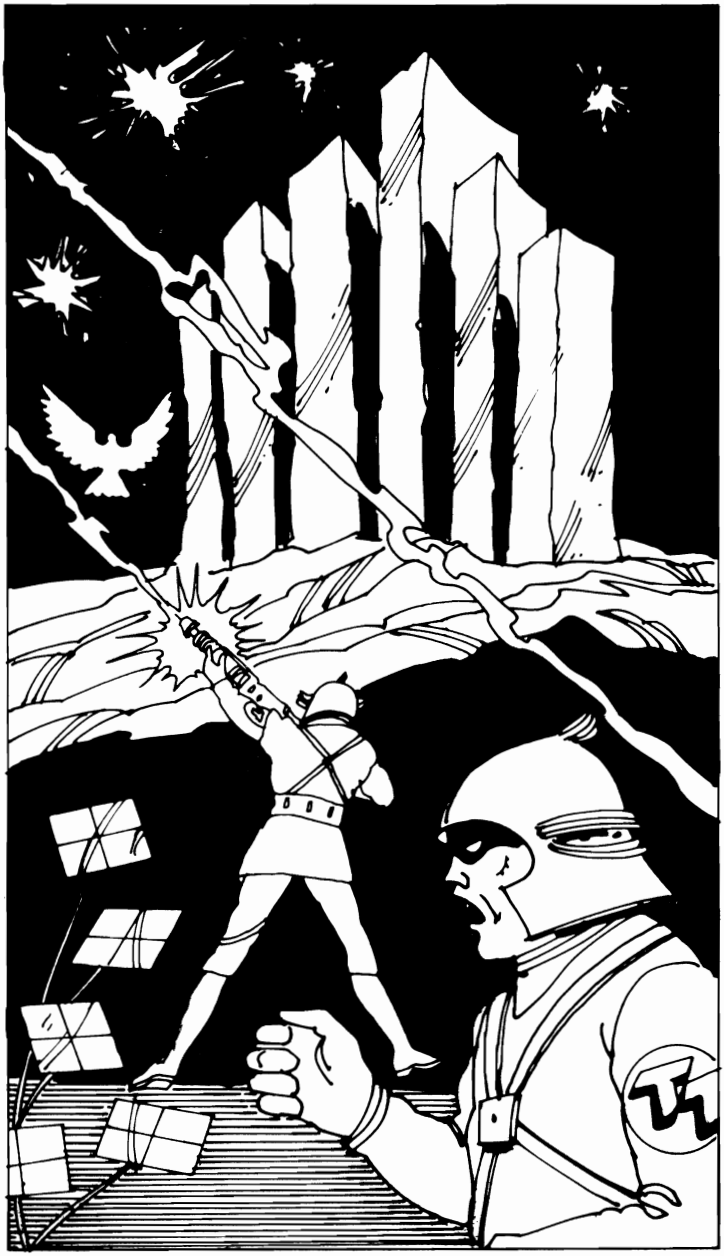
You reach the top of the hill safely and stay out of view. Where's Vidi? you wonder. Raising your head slightly, you take a peek at what lies ahead. You see six huge vertical slabs of stone in the distance. "That's strange," you say. "They look like giant books leaning on a shelf."

"Ouch!" you cry out. "What . . . oh, it's you, Vidi! Did you have to land so hard on my head?"

He says, "Sorry I am, but hurry we must. Soon they will follow."

"Which way?" you ask.

Vidi points to the silver-gray slabs and says, "To the Magnetic Mountain."



"That's a mountain?" you ask. "It's so small for a mountain."

"Small it may be, but easy to climb it's not," says Vidi.

You stand up. A shot of vector fire rips past your head!

"Terrorists!" shouts Vidi. "To the mountain, to the mountain!"

You speed toward the giant gray slabs. Your legs barely touch the ground as you run in a zig-zag pattern so the vector fire won't hit you.

Vidi reaches the base of the Magnetic Mountain first and you race toward him. As you skid to a halt, he asks, "From here we go which way? Over or through?"

"Just a minute, bird!" you say. Ducking behind a small rock, you fire at the terrorists. You input your location into the minimap faster than you've ever typed before.

The letters on the screen tell you your options: IF YOU GO THROUGH THE MOUNTAIN THE SCANNERVISION WILL SHOW YOU SMOLES BUT THE TERRORISTS WILL BE INVISIBLE. IF YOU GO OVER THE MOUNTAIN THE SCANNERVISION WILL SHOW YOU THE TERRORISTS BUT NOT THE SMOLES.

You look at the mountain. Going over the top won't be easy, but neither will going through the middle. A blast of vector fire nearly hits you, knocking big chips off the rock you are hiding behind! You fire back and make your decision.

If you choose to go through the mountain, turn to page 46.

If you choose to go over the mountain, turn to page 51.

Be sure to mark your choice on the Option Sheet on page 115.

chapter 4a

"We're going inside," you say. "Where's the entrance?"

Vidi replies, "The passageway we must take is secret and carefully hidden."

"Let's find it fast! If the terrorists get any closer, they'll vectorize us!" Noticing two terrorists trying to creep up on you, you pop up from behind the rock and snap off several shots. The terrorists fall back.

Vidi points to a long decorative pattern on the base of the mountain and says, "In these patterns we must look, to find the mysterious key."

"What mysterious key?" you shout. "Do all of those circles, triangles, and squares mean something?"

He answers, "Search, search, until we find, a row of four all the same kind."

"Then what?" you ask angrily. "Terrorists are taking potshots at us while you're talking in riddles!"

Vidi answers, "One by one, press all four. This will open the secret door."

Zing! A blast of vector fire ricochets off the mountain behind you, kicking up a cloud of dirt. "Hurry!" you shout. "Let's find the pattern of four shapes that will get us out of here."

The terrorists charge toward the mountain. You duck to the right and narrowly miss a steam of vector fire. Determined to outwit the terrorists, you fire back at them while Vidi flies on ahead.

Between shots, you search through the patterns on the wall, until you find four small triangles side by side. "This is it!" you shout.

"Press them," Vidi replies.

You quickly hit all four triangles. The terrorists are closing in from both sides, firing their deadly vector rays.

Suddenly a large triangular hole appears in the mountain wall!

"Get inside, quick!" you shout. You dive in head first and Vidi tumbles in behind. You fire your macroshooter and hit three terrorists just as the triangular door closes.

"Safe we are," Vidi cheers. "Through the magna rock they can't go."

"That's a relief," you reply. "But how are we going to find the research outpost? It's so dark in here I can't even see you."

"Simple," Vidi answers. You hear him making an odd scratching noise. *Click! Click!* A bright beam of light blazes out of Vidi's eye and lights up the entire passageway.

"Perfect!" you tell him as he flies onto your shoulder. You move through the corridor cautiously. The walls are as smooth and shiny as a mirror. They twist and turn so many times you lose your sense of direction.

"We've been winding through this corridor for a long time," you say. "Are you sure we aren't going around in circles?"

"We are not," Vidi replies. "The outpost we will soon find."

"Ouch!" you cry out. "Something just kicked me." You look down to see little gray squares jumping onto your leg! You kick them away but they fly back again. "What are these things?" you shout. "They're jumping all over me!"

"Magnabits," Vidi says, fighting them off. "Magnetic bugs they are. Only in this mountain do they live."

"They're joining themselves together like a chain," you exclaim.

"Fight back," Vidi shouts, "or to the wall they will chain you."

You struggle with all your strength to release yourself from their grip. You break the tiny squares apart, but they instantly snap back together and engulf you in their magnetic web. Spinning wildly in circles, you throw off the magnabits and escape.

"Run," Vidi shouts, "or catch you they will!"

You race at full speed through the winding passageway then stumble into a giant room. Vidi flies over your head, his white body reflected by a maze of mirrored panels.

"There must be two hundred mirrors in here," you declare. "Are we trapped in this fun house forever?"

Vidi answers, "A trap this may be. Back we should go and find another way."

"No!" shouts a voice from behind a mirror.

Vidi asks, "Who are you? Where are you? What do you want?"

The hidden voice replies, "Those are my questions too. Who are you?"

"That might be a Smole," you whisper to Vidi. "I'll try the entry procedure and see if it works."

You tell the voice who you are and where you came from, in the same way you did at the last two research outposts.

A tiny Smole appears from behind one of the mirrors. He says, "Come with me. There's no time to lose!" You hurry as hundreds of square magnabits start moving into the mirrored room.

Vidi rides on your shoulder as you follow the scientist. You come to a red door behind the mirror. The Smole knocks.

The door opens a crack and another scientist peeks out. He looks at your guide and says, "Come in quickly."

Your guide gently pushes you from behind and says, "You must hurry." You go inside and Vidi blinks his eye until his light turns off.

The two Smoles scramble around the messy room, digging through piles of odd-looking electronic equipment. One of them yells, "I found it!" Then he grabs your hand and places a teletoken in your palm, closing your fingers around it.

He says, "This teletoken will allow the Scannervision to see the kidnapped Smoles so that you can rescue them. However, you won't be able to see any Technoterrorists unless they appear right next to your vehicle. Guard this token with your life. It is vital to the salvation of Venturia!"

You promise the little scientist, "I will do everything I can to defend Venturia against the terrorists."

"We know we can count on you," he replies, leading you and Vidi to another door. "We have a shortcut that will take you to the other side of the mountain. There you'll find the road to the Parallel Planes."

The other Smole is waiting by the door. He knocks twice and it slides open to reveal a hole almost three feet wide.

He tells you, "Climb in, feet first. Watch out for the landing!" Vidi digs his claws into your shoulder as you place your legs inside the hole.

The Smoles give you a push and you slide into the darkness. You clasp your arms tightly around yourself as you shoot forward. As the tunnel twists and turns, you go faster and faster.

Without warning, you fly out of the mountain and into the air. "Woo!" you shout. The bright daylight hits your eyes and you flip upside down.

You land in a pile of thick red grass. Vidi tumbles off your shoulder and rolls across the ground.

If you have a computer and want to type in the fourth part of your game now:

Apple users turn to page 143.
Commodore users turn to page 125.
CoCo users turn to page 159.

Type in program segment 4A and then type in program segment 4C.

When you are through typing, turn to Chapter 5 on page 56 to continue the story.

If you aren't using a computer:

Turn to Chapter 5 on page 56 to continue the story.

chapter 46

"We're going over the top," you declare.

"To the left is the outpost," says Vidi.

"Let's hurry there before the terrorists get lucky with their vector blasts," you command. You run to the base of the Magnetic Mountain. The sides of the mountain are very smooth and go straight up from the ground. Reaching the top is going to be tough! There aren't any rough edges to grab.

Vector blasts interrupt your inspection, and you fire back with your macroshooter. A close shot from the terrorists knocks loose rocks into the air.

"Look!" you cry out. "Those rocks are sticking to the side of the mountain." You pick up a handful of silver-gray gravel. When you toss it against the mountain, it clings to the surface.

Vidi asks, "Why do you play?"

"This is no game," you answer. "I just discovered how I can climb to the top. Look!" You show Vidi a larger rock. "All these rocks must be magnetic chips that have broken off of the mountain. Since the mountain and the chips are magnetic, we can make a ladder up the side."

Vidi says, "Very smart, my friend."

"I'll need your help," you tell him. "Find a lot of rocks about the size of my hand. I'll hold off the terrorists while you look."

Vidi collects the rocks in his beak while you fire your

macroshooter at the approaching terrorists. "Hurry, Vidi, they're getting closer."

When the bird has collected enough rocks, you tell him, "I'm going to toss the stones up the mountain until I reach the top. Then I'll climb up."

"What about the terrorists?" Vidi asks.

"When I'm above them, I'll hit anybody that comes out in the open," you answer.

You hurl a rock as high as you can. It flies so high that it sails over the top of the mountain. You try another and pitch it with less force. "Perfect!" you shout. "It's landed one foot from the top!"

You throw rock after rock at the Magnetic Mountain. They all stick securely to the side.

As you get ready to climb, Vidi scoops up some gravel and says, "Into your shirt put this to hold you to the side. Farewell, my friend. Move carefully. Let instinct be your guide."

"Thanks," you reply as he stuffs the magnetic gravel into your shirt. "This will stop me from falling backward." You step up onto the rock ladder. The stones stick firmly to the mountain and support your hands and feet securely. The gravel in your clothes pulls you firmly against the smooth gray surface.

As you begin climbing up the ladder, you hear shouting. You duck as a blast of vector fire lands beside you, then you turn around and fire your macroshooter at the terrorist. "I got him!" you shout as he falls backward.

You climb up quickly. Vidi cries out, "Watch out, flying byteria!"

A swarm of buzzing green balls engulfs you. They stick to your clothes and bounce across your face.

"Get out of here," you shout, trying to shake them off. "Vidi! How do I get rid of these pests? They won't let go."

"Perfectly still you should be," he says. "It is movement they feed on."

"But they're going to push me off the mountain!"

"Don't move!" Vidi commands.

You hold your breath and concentrate on keeping still.

Suddenly a round of terrorist vector fire hammers into the mountain. You reach for your macroshooter, but Vidi calls, "No need of that. These byteria will stop them."

Vidi flies in a circle and gathers the flying swarm off you and onto himself. Then he dives down and spills the byterias all over the terrorists.

Screaming and swinging their arms wildly, the terrorists flee into the forest. "Good going," you cheer as Vidi flies up to your side.

With lightning speed you grab another handhold and reach the top of the cliff. "I made it!" you shout.

You climb up and over the top and stand up. You are on a long, flat plateau and can see five more plateaus, each divided by a deep crevice. Vidi flies ahead and you follow on foot.

He stops at the first crevice and says, "Down there is where we go."

You look down and say, "It's too far for me to jump, and I don't have a rope. How can I get down there?"

Vidi replies, "Don't worry, my friend. Wait for me and you shall see." He swoops down into the giant crack and lands on a small green door at the bottom. He taps his beak on it four times.

Very faintly, you barely hear a Smole-like voice say, "Who are you?"

You cup your hands around your mouth and shout the entry code words.

The green door quickly opens and a little Smole scientist comes out. He looks at the white bird in front of him and says, "You're not what I was expecting."

Vidi replies, "My friend is stuck up there."

The Smole looks up and says, "Sticky problem indeed!"

Quickly the Smole disappears behind the green door. He returns a moment later with a long pole, which he

sticks in a hole in the ground. He calls up to you, "Slide down this."

The pole is just out of your reach. "I'll have to jump for it," you tell him. After taking a deep breath, you leap forward. You fly into the air, grab the pole, and slide to the ground swiftly.

"Excellent," says the Smole scientist.

Outside the building you untuck your shirt and toss out the magnetic gravel.

"Come inside," the Smole says. You have to stoop down to walk through the tiny green door.

The neat little room is cut out of the magnetic rock. The scientist picks up a lovely golden pillow from a table. In the middle is a teletoken.

Extending the pillow to you, he says, "This teletoken will allow the Scannervision to see any terrorists who are in the underground caverns. However, you won't see the kidnapped Smoles unless your vehicle is right next to them."

"Thank you," you say, taking the small token and adding it to the three in your pocket.

"It is you who deserves the thanks of all of Venturia," he says. "I know you can save us from the Technoterrorists." Then he adds, "But you must hurry. They are everywhere."

"What's the best way to get down the mountain?" you ask.

He says, "There is a secret tunnel that will take you to the other side of the mountain where you'll find the road leading to the Parallel Planes. Follow me."

He walks over to the pole you slid down and pulls it out of the dirt. He then pushes it into a small hole in the side of the mountain. When the last inch disappears, the tiny hole quickly grows bigger until it is large enough for you.

"Slide in feet first," says the scientist.

You climb into the dark hole. Vidi hangs lightly onto your shoulder with his claws and says, "Too dark it is for me to see."

He blinks his one eye open and closed. You ask, "Are you okay?"

Vidi doesn't reply. Suddenly a beam of light shoots out of his eye, lighting up the tunnel ahead. "Not bad!" you tell him.

"Ready to go are we," Vidi says. The Smole scientist gives you a gentle shove, and you both go sliding into the mountain tunnel.

With your legs out straight and your arms at your side, you are carried swiftly through the slippery twists and turns of the passageway. By Vidi's light you see that the tunnel floor is smooth and polished. The roof, however, is covered with gleaming jewels of every kind.

You pick up speed then suddenly shoot out into the air and tumble upside down! You land in a pile of thick red grass. Vidi falls off your shoulder and rolls across the grass.

If you have a computer and want to type in the fourth part of your game now:

Apple users turn to page 143.
Commodore users turn to page 125.
CoCo users turn to page 159.

Type in program segment 4B and then type in program segment 4C.

When you are through typing, turn to Chapter 5 on page 56 to continue the story.

If you aren't using a computer:

Turning to Chapter 5 on page 56 to continue the story.

chapter 5

As you stand up, you hear a familiar voice calling. At the bottom of the hill you spot Max in his checked coat.

"Come on, pal, you'll have to move faster if we're going to get to the Parallel Planes before the terrorists."

You wave as you run toward him. "Was that fast enough for you?" you ask.

"Not bad," Max replies. "By the way, Ramda said to tell you she's better."

"That's good news," you reply as you flip open the minimap and examine the data for the next two research outposts. "The outposts are located in the Parallel Planes. What are *they*?" you ask.

"They're what remains of an old feud between two ancient kingdoms," he says. "Long ago there were neighboring kingdoms ruled by two feuding kings.

"One day the son of one king met the daughter of the other king and they fell in love. The fathers were so angry that they built a wall between the two kingdoms just to keep the lovers apart. The wall was made of indestructible glass. It ran as long as forever, as deep as darkness, and as high as infinity.

"The sad lovers walked back and forth along the wall until the day they died. The two kings were so brokenhearted that they left their kingdoms and wandered into the unknown.

"One kingdom dried up and turned into the hot plane

of posi-sand. The other kingdom froze and turned into an icy plane of nega-snow.

"Nothing remains on either plane, which is why the Smole research outposts are hidden there."

"That's a strange story," you tell Max.

"The Parallel Planes are a strange place," he responds. "Are you ready to go there?"

"You bet!" you answer enthusiastically. "Wait—where's Vidi? The last time I saw him was in the red grass. I'd better go look for him."

You climb back up to the top of the hill and see Vidi lying on his back. "Oh, no!" you cry as you pick him up gently.

As you hurry back to Max, you say, "Vidi may be hurt, but he's still alive."

"Oh, flap! I thought maybe that featherbrained foul was finally extinct," Max retorts.

Suddenly Vidi jumps up and rustles his wings. He looks at Max and says, "Dead I am not!"

Max shakes his head and says, "I can dream, can't I?"

Vidi replies, "Of course, my friend. That's all you can do with your brain fast asleep!"

Angrily stomping over to his cybercycle, Max says, "Listen, foul face, we have work to do. Put your ugly little feet inside my cycle or I'm going to fly out of here without you!"

Silently Vidi hops inside the cybercycle. Max turns to you and says, "You ride in the back."

You jump in and Max says, "Keep a close watch for terrorists. You know how to use the macrocannon!"

"Will do!" you answer, strapping yourself in. Max guns the engine and the cycle leaps into the air.

"Good-bye, Magnetic Mountain," he says. "Hello, Parallel Planes!" Max flies the cycle along just above the tops of the quadtrees so the terrorists won't spot him. Speed-

ing skillfully through the sky, he says, "Great! My scanner says there are five FX-cruisers in the forest below."

"Maybe they've stopped for repairs," you suggest. "But I'm getting ready to fire in case I'm wrong."

Max lunges the cycle forward with a burst of speed. "Hang on tight! I'm going to open this baby up to full capacity. The more distance I can get between me and those red slime balls, the better!"

The cybercycle jolts to the right. Craning your neck, you try to see where Max is flying. "What's that giant pole sticking up in the air?" you ask. "I can't see where it ends."

"That's not a pole, it's the edge of the giant glass wall that runs between the Parallel Planes."

Vidi lets out a shriek and says, "Behind us they are!"

"Five cruisers coming in fast," you shout.

The black boxlike cruisers fire their weapons across the sky. "They missed us," you tell Max.

"I thought they would," he says. "They're too far out of range to hit us. I'll try to make it to the research outposts before they get in range. But you have to tell me which plane to go to . . . and quick!"

"I will," you promise. You flip the minimap open. The timer says Venturia has one less octal hour of Electron battery power than before! You punch the orange button. The answer comes instantly: IF YOU GO TO THE PLANE OF SAND ON THE LEFT, THE SCANNERVISION WILL USE AN ELECTRONIC BOOMERANG TO RESCUE THE SMOLES AND THE POWER SUPPLY. IF YOU GO TO THE PLANE OF SNOW ON THE RIGHT, THE SCANNERVISION WILL USE A LASER NET TO RESCUE THE SMOLES AND THE POWER SUPPLY.

The wall is coming up fast, and so are the terrorists! You decide which way to go and tell Max.

If you choose to go to the Plane of Sand, turn to page 61.

If you choose to go to the Plane of Snow, turn to page 65.

Be sure to mark your choice on the Option Sheet on page 115.

chapter 5a

"Head for the Plane of Sand," you tell Max. He turns sharply and speeds the cybercycle to the left of the giant glass wall.

The forest ends and you enter the blazing hot plane of posi-sand. On the right is the old wall. Through it you can see the nega-snow swirling on the other side.

Max drives up to the glass when a cloud of sand engulfs the cycle. He heads toward the ground and says, "We've hit a sandstorm. I can't go at top speed much longer. We'll have to throw the terrorists off our track before they catch us. Any ideas?"

You tell him, "Give me a second and I'll come up with a plan." Your mind races over the possibilities. You think, If it's hot on this side and cold on the other, what would happen if we broke through the glass and mixed up the two? Where I'm from, hot air and cold air make storms. When the mix is violent enough, it can even create a tornado! I wonder if that's possible here?

You ask Max, "How can we break through to the other side of this wall?"

"It's very old," he replies. "It might be possible to burst through a weak spot. Why?"

You reveal your plan.

"Perfect!" Max shouts. "If we break through the wall, it will create a giant tornado! That'll stop them. But first we'll have to find a crack in the glass wall."

Max reduces the cycle's speed and Vidi turns on the light ray in his eye. With his light shining across the wall, you examine the glass surface carefully.

"I see a crack up ahead!" you exclaim.

Max pulls the cycle closer and inspects the wall surface. He says, "I have an idea. Hand me that analog cord from the compartment below you."

You find the cord and toss it to Max. He says, "There are some orange tubes of solar glue in there too. Get them for me, will you?"

Max cuts the cord with his negative power blade. After opening the cycle windscreen, he leans over to the wall and threads the three cords through the cracks. "Have you found that glue yet?" he asks.

"Here it is," you reply, passing him the orange tube.

"That's it." He squeezes the glue where the analog cord enters the glass wall. "Vidi, can you harden this glue by shining your triple-strength light on it?"

Vidi says, "That I can do."

"Go to it!" says Max.

"My light will be bright, so do not look," Vidi says as he positions himself. He shoots a blinding flash of light onto the wall and the glue crackles and bubbles.

Panting hard, Vidi says, "All set it is."

Max tests the glue and says, "It's harder than the glass itself." Then he grabs the three cords and ties them to the back of the cycle.

All at once you hear a growling sound. "What kind of animal is that?" you ask. "I thought you said nothing lived on the Parallel Planes!"

"That's no animal," Max explains. "That's the ugly sound of a Technoterrorist FX-cruiser. Let's get out of here! I hope your scheme works. If it doesn't we're in for some Technotrouble."

"It'll work," you tell him. "When we bust that wall open, a tornado will blast the terrorists across the sky."

"Let's go!" Max shouts as you and Vidi secure yourselves to the cybercycle. "One . . . two . . . three!"

The cycle shoots forward. Suddenly it jerks to a halt and you crash against the windscreen. "One of the cords has broken!" you cry out.

"Don't worry," says Max. "These cords are very strong. They were created to hold up the Boolean Bridge. That particular cord must have been faulty. We'll try again. This time we'll make it!"

Max charges the cycle forward at full power. The cords yank the cycle to a hard stop, but they don't break. Backing up, Max positions the cycle and guns the engine.

It lunges forward! "The wall is pulling out!" you shout. As you watch the glass, it suddenly bursts open and the nega-snow pours in.

Max cheers and Vidi whistles. "Let's get out of here before the storm drowns us," Max says. "But first cut the analog cords or we won't go anywhere."

You flip open the rear windscreen and slice the cords. Max guns the engines just as a shot of vector fire splatters against the wall. The Technoterrorists have arrived!

The cybercycle speeds away and you exclaim, "It worked! Look at that tornado funnel spin through the air!" The tornado charges across the sky and sucks up three FX-cruisers. Two other terrorist cruisers crash into each other and explode. The last cruiser slams into the glass wall at high speed and crumples to the ground!

"Mess with us, will they!" You cheer triumphantly.

"I think that's the last we'll see of those ribo rats," says Max. "Now let's find that research outpost before your tornado heads our way."

You check the minimap and tell him, "The research outpost should be directly ahead."

"I see a light through the sandstorm," Max says. "I'll drop you off and wait in the cybercycle in case we have to make a fast getaway."

He lands the cycle quickly next to a tiny black dome. You hop out and race to the door. When you give the proper entry passwords, the door opens and another Smole scientist hands you a teletoken. She says, "This will enable the Scannervision to rescue the power supply and my brother Smoles with an electronic boomerang."

You place the token in your pocket and tell the scientist, "We created a tornado to stop the terrorists, and it could come this way. You may be in danger."

"Thanks for the warning," she says. "My work here is done so I can leave."

With no time to lose, you run to the cybercycle. As you jump in, Max says, "Our next stop is the Ruins of Abacus. I'll follow the glass wall until we get out of this posi-sand-box."

Max speeds into the air and glides alongside the wall. Almost before you realize it, the cybercycle shoots out of the blazing desert and flies back into the familiar outland forest of quadtrees and electrovines.

If you have a computer and want to type in the fifth part of your game now:

Apple users turn to page 145.
Commodore users turn to page 127.
CoCo users turn to page 161.

Type in program segment 5A and then type in program segment 5C.

When you are through typing, turn to Chapter 6 on page 69 to continue the story.

If you aren't using a computer:

Turn to Chapter 6 on page 69 to continue the story.

chapter 5b

"Turn onto the Plane of Snow," you tell Max. He heads the cycle across the sky and swings to the right as he reaches the ancient wall.

Shortly after entering the Plane of Snow, an icy cloud surrounds the cycle. Max says, "I can't see a thing in this nega-snowstorm. I can't drive at top speed. We'll have to outrun, outsmart, or outmaneuver the terrorists or they'll vectorize us in midair."

"Did you say outsmart them?" you ask. "I can do that if you give me thirty seconds to think up a good plan."

"You've got it," says Max. "I'll start counting!"

You quickly weigh all the possibilities. You think, if there's cold nega-snow on this side of the wall and hot posi-sand on the other, I bet something interesting would happen if they were mixed together—like a big storm!

You ask Max, "Is it possible to break a hole in the glass wall?"

He says, "Sure. What do you have in mind?" You tell him your plan and he says, "Great! The snowstorm will turn to a mudstorm and drown the terrorists! All we have to do is find a crack in this old wall."

Max slows down the cybercycle and you all inspect the wall's surface for a weak spot.

Finally you see a place that is rough and pitted, with tiny cracks running in all directions.

Max says, "I bet I can break through this easily with my

cycle." He turns the cycle around and says, "Hold on tight!"

"I'm ready for anything," you tell him. Suddenly you hear rumbling in the distance. "Is that thunder?" you ask.

"No," he says, "That's the unpleasant sound of the FX-cruisers. I'd better bust through this wall before they get any closer!"

Max counts, "One . . . two . . . three!" and guns the engine. The cybercycle flies straight toward the wall. At the last moment, he pulls the cycle's nose up sharply so that the bottom hits the wall . . . HARD!

But the wall doesn't break. Spinning around in a tight loop, Max dives back down. Again and again he batters the wall.

Your brain feels like it's rattling around, but you shout, "It's bending! One more time, Max!"

"Okay, I'll give it everything this time. We're going straight through and we're not stopping until we get to the other side," he vows.

Max pulls the cycle back and you brace yourself. This time he races forward and, instead of pulling up, hits the wall full force.

The glass shatters! The pieces fly everywhere. At last you're on the other side. Max applies full reverse thrust power and the cycle shoots back into the Plane of Snow.

The hot air and sand escapes and pours through the hole. It melts the snow and turns it into flying mud.

"It worked!" Max cheers. "We'd better get away from here before this storm washes us away."

Max speeds on as the storm begins to build. You watch the storm commotion behind you. Lightning crashes across the sky and thunder rocks the cybercycle.

Through it all you see the terrorists! They're coming fast. The mudstorm gets thicker. Two of the cruisers crash into the middle of the mess and are swallowed up. A bolt of lightning explodes one of the cruisers. The

other cruisers are blown into the wall by the fierce winds and are splattered into pieces. You cheer. "We did it!"

Max laughs and says, "That's the last we'll see of those not-so-friendly neighborhood terrorists."

Vidi adds, "Hooray, hooray, a better end there cannot be!"

"The research outpost should be up ahead," Max says.

Vidi blinks his eye light on and shines a wide beam through the swirling nega-snow. You squint your eyes and say, "There's a red light on the left. Is that the outpost?"

"It'd better be!" says Max. He flies left and you spot a tiny black triangular building.

"Only a Smole could live there," Max says, speeding toward the building. "Get the teletoken as fast as possible. We've got to fly out of here before any more terrorists show up."

Landing in the drifting snow, Max and Vidi argue with each other while you run up to the tiny triangular door. Shivering, you knock and give the proper entry passwords.

The door flies open and another Smole scientist thrusts a teletoken into your hand. You ask her, "Will this give me the Scannervision data that will use a laser net to rescue the Smoles and power supply?"

"That's right," she says. "Don't fail us—Venturia is counting on you."

"I won't," you answer.

Max calls out, "Hey, Smole, if we follow the old glass wall, will it lead us to the Ruins of Abacus?"

"Yes," the scientist answers. "But beware. The terrorists may have taken over the city."

"I've heard better news," you say, sighing. "By the way, I've got bad news for you as well. We created a powerful mudstorm to stop the terrorists from following us, but it's heading in your direction. You'd better get away from here as soon as you can."

"My project is completed so I was preparing to leave anyway," she says.

You race back to the cycle and Max flies away instantly. He aims the nose straight up and doesn't level out until you are above the storm.

Sitting back, you take a deep breath. "Next stop, the Ruins of Abacus."

Finally the snow thins out. You all cheer as the cybercycle passes from the frigid Plane of Snow into the familiar forest of quadtrees and crackling electrovines.

If you have a computer and want to type in the fifth part of your game now:

Apple users turn to page 145.
Commodore users turn to page 127.
CoCo users turn to page 161.

Type in program segment 5B and then type in program segment 5C.

When you are through typing, turn to Chapter 6 on page 69 to continue the story.

If you aren't using a computer:

Turn to Chapter 6 on page 69 to continue the story.

chapter 6

Max guides the cybercycle through the quadtrees. Suddenly the cycle begins to shake violently.

"Snivits!" Max exclaims angrily, landing the craft in a clearing. "Something's wrong. I may have put too much strain on my cycle. I'd better check it over."

You climb out and Max opens the engine compartment to look for damage. Vidi flies above the quadtrees, scouting for terrorists.

Popping open the minimap, you see the octal-hour timer flashing. You press the blue button and Ramda appears on the miniscreen. "Do we still have enough time to get the last two teletokens?" you ask her.

"Only if you hurry," she says. "We have less than two octal hours left before the Electron batteries run out. If that happens, the terrorists will destroy Venturia."

"We can do it," you declare.

"I know you can," Ramda says as she fades off the screen.

You press the orange key and examine the coordinates of the ancient city of Abacus. The data reads: THE CITY IS LAID OUT IN ROWS OF PERFECT BLOCKS, 13 ACROSS AND 7 DEEP. THE TOWER OF LOGIC RISES HIGH ABOVE THE CITY. EACH OF THE 91 BLOCKS CONTAINS A TEMPLE OF WEIGHTS AND MEASURES.

"Max," you call out, "what are the Temples of Weights and Measures?"

Max has been hard at work on his cycle. He wipes the

sweat off his face and says, "The ancient Venturians would come to the temples to receive numerical guidance from the wise Calculords."

"What happened to the Calculords?" you ask. "Are they still in Abacus?"

"No," Max says.

"Why not?" you ask.

He says, "In modern Venturia, all knowledge and wisdom is available to everyone through our Digitron communications system. Knowledge is no longer reserved for ninety-one Calculords. There are one or two Calculords left, but they no longer live in Abacus."

"Are any of the temples still standing?" you ask.

Before Max can answer, Vidi flies down and says, "No longer do they stand proud and tall. But some, you will see, did not all fall."

Max sneers at Vidi and says, "You're going to be the one to fall if you don't behave, kludge feathers!"

A sudden wind rips through the forest. Black quadtree leaves fly through the air. Vidi tumbles backward as two FX-cruisers swing down from the sky.

The cruisers blast their vector rays across the ground. You draw your macroshooter and fire. Max aims for one of the cruisers, but his retro rifle is shot out of his hands. You fire again but the terrorists drop bombs that explode into thick blue smoke.

"Run!" shouts Max. "It's a cryo smoke bomb." Instantly the air is filled with the pungent blue gas.

You grab the minimap and punch the button to contact Ramda. "Terrorist attack at the end of the Par—" is all you can say before you choke.

You fall to the ground gasping! You can't yell for help. You try to stand, but you can't see anything.

You hear a raspy voice bellowing, "Don't move, we have the bird!"

You manage to call out, "Vidi? You . . . okay?"

"That I am not," Vidi answers. "Displeased is what I am!"

"And I'm going to dislocate and destroy you vector villains," Max growls.

"*We're* making the demands now, Venturian!" shouts one of the terrorists. "You'll do what we say or we'll dangle you from the top of that quadtree."

The blue smoke clears but you still feel its dizzying effects. The two FX-cruisers are parked to your left and a huge terrorist grips Vidi in his hands.

You slowly reach for your macroshooter . . . but strong arms grab you from behind. You struggle fiercely and shout, "You're not going to stop me!"

But the terrorist is twice your size, and he easily drags you into one of the rusty boxlike cruisers. He ties you up and pushes you into the front seat.

Through the windshield you see Max and Vidi being forced into the other cruiser. As the door slides shut, you shout, "What are you going to do with us?"

The terrorist smirks and says, "You are going to take us to the research outpost and get us the teletoken data. Those slimy little Smoles aren't going to pull any more fast ones."

The FX-cruiser takes off with a jolt. The terrorist peers out from behind his helmet and says, "Give me all your teletokens."

"Never!" you snap back.

He grabs you by the shirt and says, "If you don't give them to me, I'll vectorize your friends!"

You scowl and tell him, "I don't have the teletokens! I sent them to Romiden."

"I don't believe you." The terrorist grunts. He drives the FX-cruiser with one hand as he reaches for your pockets.

You bite down on his arm and struggle to free yourself. The terrorist howls in pain and shoves you away.

You crash to the floor and he growls, "Okay, keep your

tokens, if you have them. You're not going anywhere with them. We've almost reached Abacus. Which temple is the research outpost hidden in?"

When you remain silent, he snarls and says, "Remember, if you try any tricks, your friends will be technotortured. Understand?"

"Untie me," you tell him. "I have to look up the data on my map."

"Don't forget what I said," he warns you as he frees your hands.

You analyze the minimap. Pondering carefully, you think, I'll tell the terrorist to go to the location that has the data I *don't* want. Then the teletoken I do want will be safe until I can escape.

The minimap shows you the two choices: THE OUTPOST AT ROW 2 AND COLUMN 4 WILL ALLOW THE SCANNERVISION TO DISPLAY THE CAVERN EXITS BUT WILL NOT ALLOW YOU TO SEE THE HIDDEN POWER SUPPLY UNTIL YOU ARE NEXT TO IT. THE OUTPOST AT ROW 11 AND COLUMN 7 WILL ALLOW THE SCANNERVISION TO DISPLAY THE POWER SUPPLY IN THE CAVERN WHERE IT IS HIDDEN BUT YOU WILL NOT SEE THE EXITS UNTIL YOU ARE NEXT TO THEM.

You carefully consider whether you want to see exits or the power supply. Then you pick the opposite of what you want. That's where you'll tell the terrorist to go.

If you tell him to go to row 2 and column 4, turn to page 74.

If you tell him to go to row 11 and column 7, turn to page 80.

Be sure to mark your choice on the Option Sheet on page 115.

chapter 6a

You tell the terrorist, "The research outpost is located at row two and column four in the city of Abacus."

Gruffly he asks, "What is the second location? Those greasy Smoles always do things in twos."

You tell him, "They only needed one because the outpost is so well hidden."

"Okay." He grunts. "You'd better be telling the truth or I'll crumble you like a digi-cracker."

You sigh and think, I'm glad he's dumb enough to believe me because now the teletoken data I want is safe. I'll be able to see the power supply but not the exits.

The terrorist swings around the ancient city and says, "Point to where I should land."

You look out the windshield and see a giant grid of perfectly arranged rows and columns. As he flies closer you see that each square is made up of a huge black temple. Between the temples are straight white avenues.

"That must be the Tower of Logic," you say as you see a high tower at the far left. "If you count down two rows and over four columns, you'll find the research outpost. Can you count that high?"

"I can count you out!" the driver exclaims, snarling. He savagely grabs the minimap out of your hand. "Give me that. You won't need it anymore."

The FX-cruiser sets down between the temples. Your

terrorist captor pushes you outside and says, "Remember, no tricks."

The second cruiser makes a bumpy landing nearby. A burly terrorist drags Max from the cruiser with one hand and squeezes Vidi in the other one.

"Take driving lessons, you electroswine!" Max yells.

"Quiet, or I'll vectorize you into a million pieces," barks the terrorist.

Your captor says, "You and your noisy friend will go to the outpost and get the teletoken. If you don't, we'll wring your bird's neck."

"I'll get you the teletoken," you retort, scowling. "But it won't do you any good. Romiden will be sending troops to rescue us and drive you out of Venturia."

"Ha!" The terrorist sneers. "No Venturians can stop us. We're going to wipe out their reign of unnatural technology forever! Then Venturia will be restored to the way things should be—without technological evils that corrupt, enslave, and destroy everyone."

"Even if you take it all away from us," shouts Max, "our technology has made our minds sharper and more productive! In the end we'll beat you brainless barbarians."

"That's what your evil technology has led you to think!" the terrorist retorts. "We'll show you how things should be." He unties you and commands, "Now get that teletoken."

You and Max walk toward the research outpost hidden in the ancient temple.

Max whispers, "When we return with the teletoken, drop it at their feet. Then grab one of them and I'll get the other. Okay?"

"But we don't have any weapons," you remind him.

"We've got brains and brawn. All they've got is brawn," he says.

"All right," you reply, "I'll do it!"

You reach the outpost and knock on the door. When you give the proper entry passwords, the iron door opens

and a tiny Smole whispers, "I have been monitoring you on my telescanner. I know the terrorists are around the corner."

In a loud voice he then says, "Here is the teletoken you need."

The Smole scientist draws close to you and whispers, "Give this token to the terrorists and run away as fast as you can."

"Why?" you ask.

"It will explode. The vector stun gas it releases will give them an unwanted nap," he whispers.

"Will it hurt Vidi?" you ask in a low whisper.

"No, but he'll sleep for a while."

You wink at the Smole and run back to the Techno-terrorists.

"Give us the teletoken," they demand.

You drop it and run!

"Stop!" the terrorists shout as they fire their vector weapons.

You hear Vidi cry out, "Don't stop, all right I will be!"

An explosion blasts through the air. While running, you look over your shoulder. Dense green smoke encircles the terrorists.

"It worked!" you shout. The terrorists sway and weave and crash to the ground. Vidi falls beside them.

"I must save Vidi," you say.

The Smole rushes from the temple outpost. "No!" he shouts. "If you go back you'll be overcome by the stun gas. I will rescue him later and make sure he is returned to CPU Central."

The little scientist looks sad as he adds, "Unfortunately, the token that just blew up wasn't a fake one. It contained the real Scannervision data."

"That's all right," you say. "I wanted the data from the other research outpost."

You, Max, and the Smole run down the white avenues of Abacus toward the second outpost.

Suddenly an FX-cruiser swings out of the sky, pouring vector fire across the ground. You zig-zag from side to side to avoid the deadly rays. Another cruiser bursts into view and zooms toward you.

The Smole yells, "Don't slow down, we're almost there!" You dodge away from the terrorists' blasts and follow the Smole to a black temple. "This is it," he says.

He throws open the door and says to the Smole inside, "We're in techno-trouble!" You and Max jump through the door as another explosion ignites the street. He slams the door and says, "There's so much smoke out there I don't think they saw which building we went into."

The second Smole quickly hands you a teletoken and says, "You'll be safe in here."

"What's the best route to Syntropolis?" you ask. "I must go there to get the last teletoken for the Scannervision."

The two Smoles look at each other worriedly and then one says, "The bridge to Syntropolis has been destroyed by the terrorists. It's impossible to get there. The city has been completely surrounded by the terrorist army."

"I *must* go to Syntropolis," you tell them. "I need all seven tokens."

"The first six teletokens may be enough to create the Scannervision program," one of the Smoles says. "The seventh token is not as important as the others."

"Why?" you ask.

He answers, "Because the last teletoken is just insurance. It provides extra fuel or extra ammunition for the remote-control vehicle."

Suddenly a string of explosions rocks the building. The Smoles race to their telescanner. "The terrorists are blowing up the city!" one says. "Hurry! You must leave at once."

The temple walls shake and crumble as another explosion hits. "They're getting closer!" says one of the scientists.

"How can we get out of here?" yells Max.

"Through the Tower of Logic," answers one of the Smoles. "Follow us."

The two scientists burst out of the door with you and Max following. You hurdle over the rubble that fills the streets. "Don't stop for anything," shouts Max.

Racing around a corner, you run into a terrorist! He lunges for you but you duck out of the way. One Smole fires a stun ray and the terrorist falls to the ground.

"This way," cries the other Smole. You and Max follow close behind as he races toward a giant white tower.

Three terrorists fire their vector rays as they speed in your direction. An FX-cruiser swoops down from overhead and explodes a cyro smoke bomb. A pungent blue cloud billows through the air, just as you reach the tower.

You hold your breath while the Smoles struggle with the heavy door. The three terrorists are closing in.

"Everybody push against the door!" shouts one of the scientists. You, Max, and the two Smoles put your shoulders to the rusty iron door and push with all your strength.

Vector fire splatters against the tower.

"I'm hit!" yells Max, clutching his arm. In a rage, he slams into the door full force. It bursts open!

You all race inside. The Smoles barricade the entrance as the Technoterrorists try to break in.

"Run up the stairs," shouts one Smole.

You and Max climb the steep white stairs. The scientist yells, "Close your eyes and keep walking!" You follow his instructions and close your eyes tightly. He adds, "Think of where you want to go and nothing else. Concentrate all your mental energy on that thought."

You climb up the steps and think of the palace at CPU Central. Suddenly you feel yourself spinning through the

air. A cool breeze sweeps you upside down. You open your eyes and see nothing but darkness.

If you have a computer and want to type in the sixth part of your game now:

Apple users turn to page 147.
Commodore users turn to page 129.
CoCo users turn to page 163.

Type in program segment 6A and then type in program segment 6C.

When you are through typing, turn to Chapter 7 on page 86 to continue the story.

If aren't using a computer:

Turn to Chapter 7 on page 86 to continue the story.

chapter 6b

You tell the terrorist, "The research outpost is located at row eleven and column seven in the city of Abacus."

"Where's the other one?" he barks.

"My minimap says there is only one," you tell him, hoping he'll believe you.

He grabs you by the collar, shoves you against the windshield, and says, "If there's only one, show me where it is."

You look below and see a giant grid of black squares and white lines. As the terrorist moves in closer, you see the grid is the ruins of black temples surrounded by straight white avenues. Using the Tower of Logic as a reference, you count down eleven rows and over seven columns. You point to the black square at that spot. "That's the temple with the research outpost," you tell him.

"It'd better be," he snaps. Grabbing the minimap from you, he says, "Give me that. You're not going to warn the Venturians of our location."

"I already have," you retort, sneering. "Romiden is sending three patrols to stop you."

"The Venturians can't beat us," he barks. "We'll destroy this unnatural technology of theirs once and for all! We'll return Venturia to its natural state, the way things were before technological evils brainwashed everyone. Those foolish Venturians think their great scientific devel-

opments have made them smarter and more efficient, but we know they were better off before technology polluted their lives!"

He jerks the controls and the FX-cruiser dives to the ground. It lands with a jolt and the terrorist says, "Remember, we've captured your friends. Any tricks and they will fry!"

He opens the door and you jump to the ground. With a burst of speed you race away. The terrorist chases you, but although your hands are tied, you keep three steps ahead of him.

Suddenly the second FX-cruiser lands in front of you. You slam against the vehicle before you can stop!

The terrorist grabs you by the arm and shakes you so hard your teeth rattle. He says, "If you ever try to escape again, I'll forget my orders and tie you to my cruiser and drag you through the quadtrees."

"You won't catch me next time!" you tell him. The door of the second cruiser opens and Max is shoved out. The terrorist grabs Max with one hand while he squeezes Vidi in the other.

The two villains push you against the cruiser. The one holding Vidi shouts, "Get that teletoken and bring it back here or the bird is finished." He shakes Vidi upside down.

"Okay, no tricks," you answer sullenly.

Silently and swiftly, you and Max walk toward the research outpost. On the way you whisper to Max, "When we get back with the teletoken, I'll throw it at the big one's face. You grab Vidi and run. Okay?"

"Yeah," says Max, "but I want to get in one good punch at the vector vulture who captured me!"

You come to the door of the temple where the research outpost is hidden. You knock four times and give the proper entry passwords. A Smole opens the door and winks at you. He whispers, "I know you are in trouble. I've been monitoring you on my telescreen."

He shows you a long blue tube and says, "If you can trick the terrorists to come in here, I'll take care of them with my voltage cannon!"

"We can trick them. They'll fall for anything," Max says confidently.

"Let's go for it," you shout as you race out the door.

When you return to the terrorists, Max says, "The Smole doesn't have the token ready yet. We'll have to wait for it."

"You're lying!" the terrorist shouts. He heads toward the building and says, "Now that we know which building it's in, let's get it ourselves."

The terrorist holding Vidi pushes you and Max toward the outpost. "Move it, or get vectorized!" he says in a deep growl. You reluctantly return to the outpost.

The terrorist flies through the open door. The Smole raises his voltage cannon and sprays the terrorist with a stream of electrofire.

Outside, you and Max dive to the ground as the remaining terrorist pounds you with his vector ray.

The Smole blasts the terrorist holding Vidi and shouts, "Eat electrofire, you data demon!"

Vidi tumbles out of the terrorist's hand and you scoop him up. His body is stiff and hot. "Is he dead?" you ask.

"No," answers the Smole. "He's experiencing electrosleep. When he wakes up he'll be fine."

"We can't wait. We have to get the last teletoken!" Max exclaims.

The Smole takes the sleeping bird from your arms. He says, "I'll make sure he's returned safely to CPU Central when he wakes up."

"Okay." You nod reluctantly.

With a deep sigh, the Smole says, "I was telling the truth when I told the terrorists that I didn't have the teletoken. I was putting the data inside it when a vector bomb exploded on top of my research outpost. I dropped

the token through a crack in the stone floor and it disappeared. You'll have to use the data from the other outpost although you wanted this one."

"Don't worry," you tell him. "I brought the terrorists here because I *didn't* want your data! My plan was to escape and go to to the other location."

"Smart idea!" he says as he ties up the unconscious terrorists. "We can be at the other outpost in a few micromoments!"

The Smole scientist leads you and Max out the door. Though he's tiny, he can run very fast. You follow him through the white avenues of Abacus, past the crumbling temples.

Suddenly five terrorists jump out and fire at you! You dart into a temple. Max and the Smole tumble in after you. Inside it is dark, but you hear terrorist voices nearby. You whisper to Max, "When I shout, hit the ground."

Then you yell as loud as you can. The temple is lit up with vector ray fire. The terrorists miss you completely and shoot each other. You crawl out into the street and race to the research outpost.

The Smole you are with takes out a key and opens the door. He hurries you and Max inside, then greets the Smole inside, saying, "We need the teletoken right now."

The other scientist hands it to you and says, "This will allow the Scannervision to see the power supply but not the hidden exits."

The first Smole says, "You must return to CPU Central immediately."

"No, wait," you protest. "I only have six tokens, and I need seven. I must go to Syntropolis to get the last one."

"I'm sorry," says the tiny scientist. "The bridge has been destroyed by the terrorists. There's no way to get to Syntropolis."

"There has to be!" you plead. "Without the last teletoken, the Scannervision can't be put into operation. Venturia will be destroyed."

The two Smoles whisper to each other. Then one says, "We think the Scannervision might work without the seventh token. The data in that one is not as vital as the other parts. It's just insurance and gives you the option to get extra fuel or extra ammunition."

"I hope you're right," you say.

An explosion rocks the crumbling temple. "They're bombing the city," says one Smole. "We've got to get you out of here. We'll go to the Tunnel of Reason."

The two scientists open the door and run out. You and Max follow at a fast pace behind the energetic little men.

You race past a terrorist. He fires but you dodge out of the way. Suddenly the temple beside you bursts into flames and tumbles to the ground.

Black smoke pours through the air and you charge on through it. Max falls to the ground. He's hit! You rush to help him. Clutching his arm, he says, "Don't stop, keep going, pal!"

"I can't leave you here," you tell him. "Let me help you."

You pull him up and charge through the smoke and rubble-filled streets.

A patrol of terrorists block your path. You turn around and see a second patrol behind you. "I told you to leave me behind!" says Max. "Now we're trapped."

"Come this way," says one of the Smoles, pointing to a door. You, Max, and the other scientist jump through the doorway. The first Smole slams the door shut and bolts it tight.

The terrorists blast at the door with their vector rays, but it holds securely!

"At least we're all trapped together, "says Max.

"You're not trapped," says one of the Smoles. "Through this temple is the Tunnel of Reason." He points to a ring handle in the stone floor. "If we can pull out this old stone, you can get back to CPU Central."

You and the Smoles try to lift the massive stone. "It's too heavy," you say. "Maybe we're trapped after all."

The door takes another pounding from the terrorists outside. Max gets up and says, "I've still got one good arm. We can open that entrance if we all pull together." He kneels next to the stone block, and you all grab the ring and pull. Nothing happens. Max says, "Come on. One . . . two . . . three!"

With a sudden jolt, the heavy stone lifts out of the floor. Inside the hole, steps lead down into the darkness. One of the Smoles says, "Walk down those stairs, close your eyes, and concentrate on where you want to go. Think of nothing else."

You climb down onto the dark stairway, with Max close behind you. You close your eyes and think of the palace at CPU Central.

Suddenly you feel yourself spinning through the air. You twist and tumble through the darkness.

If you have a computer and want to type in the sixth part of your game now:

Apple users turn to page 147.
Commodore users turn to page 129.
CoCo users turn to page 163.

Type in program segment 6B and then type in program segment 6C.

When you are through typing turn to Chapter 7 on page 86 to continue the story.

If you aren't using a computer:

Turn to Chapter 7 on page 86 to continue the story.

chapter 7

You roll to the ground. Romiden opens the door. Ramda is with him. He shakes his head sadly and says, "I have been following your progress on the battle scanner. Without that seventh teletoken, there's no way to save Venturia from the Technoterrorists."

"Yes, there is," you tell Romiden. "The scientists at Abacus said that maybe the Scannervision program will work with the six tokens I've already collected. The final teletoken is not as vital as the others. It's only insurance."

Max clutches his wounded arm and says, "I bet old Lazarius could make it work."

"You're right!" says Romiden. "He's the best Smole scientist we have. Let's hurry to his research chambers."

Ramda hobbles along with you on her wounded leg and says, "Where's Vidi?"

"He'll be fine," you tell her as you follow Romiden and Max down a corridor. "A Smole promised that he would safely return Vidi to CPU Central."

"That's good news," she answers.

Romiden enters a tall doorway and strides into a room packed with silver boxes and great piles of electronic equipment.

"Lazarius! Where are you?" he shouts. "We need you right away."

"I'm here. What can I do for you?" answers a creaky voice from behind a huge pile of equipment.

Romiden says, "You must put the Scannervision defense system together."

Peeking out from behind the boxes, an old Smole with fuzzy white hair says, "You don't need me for that. Just put the tokens in the slot."

"But we only have the first six. Can you compile the whole defense system without the final teletoken's data? Unfortunately, there is less than half an octal hour to both compile it *and* operate it. The Electron batteries are already beginning to falter."

"It won't be easy, but I think I can," says the Smole. He begins to operate the electronic equipment that fills the entire wall.

He plugs in cables, flips dozens of switches, and inputs data into the keyboard. The massive machinery lights up and pulses with calculations.

Lazarius says, "Give me the six teletokens."

You hand them over.

He slides each one into a slot and inputs more data. When he pushes a red button, a large viewing screen lights up. As thousands of numbers fill the screen, Lazarius says, "This might work. The data is beginning to run. But who will operate the Scannervision, Romiden? All the Smole trainees were kidnapped."

Romiden says, "We have the best video game player in the Analog Dimension to operate the Scannervision." He pushes you forward.

"Then let's get ready. There's not much time left," Lazarius says, adjusting a large dial. He tells you to sit down and explains, "This defense system makes it possible for you to drive a remote-control Raster Rover into the seven underground caverns of the terrorist fortress. By directing the vehicle on this viewing screen, you can move through the caverns, rescue the Smoles, and recover the power supply."

The scientist stops to check the numbers racing across

the screen. After inserting several silver tubes into the machine, he says, "When you enter the seven caverns, it will be completely dark. You won't be able to see the inner cavern walls until your vehicle is right next to them. These walls are electrocharged, and if you run into them too often, your Raster Rover will be destroyed."

"Don't worry," you say. "My reflexes are fast and my hands are steady."

"Good," says Lazarius. "It's all up to you! When you gathered the teletokens, you decided how you wanted the Scannervision to operate. You chose your weapons, the objects to appear on the screen, and your entry and exit options. How well you operate the Scannervision will determine the fate of Venturia."

At last the numbers stop running across the screen. You watch intently as Lazarius types in more data. He presses a blue START button and strokes his wrinkled face.

Everyone holds his breath and waits. Nothing happens. Once again Lazarius presses the button, but still nothing happens.

"I'll try one more time," the scientist says. You squeeze your hands tightly into your pockets nervously. The screen remains blank.

Lazarius bows his head and says, "It just won't work without the seven pieces of data."

He reaches over to turn off the power when suddenly Vidi appears on the screen!

Ramda shouts, "Where are you, Vidi?"

Through the speaker, Vidi replies, "To Syntropolis I did go. The final tokens I have to send to you."

Ramda waves her arms and shouts, "Vidi, you can't send the data from Syntropolis! The last time you sent a transmission that far, you almost died!"

Vidi says, "Safe I will be. Worry not for me. The data to you I will send."

Romiden steadies Ramda and says, "He is determined. We can't stop. Remember, he *did* survive last time. There are only twenty binary minutes left. We have to let him take the chance."

Ramda sadly shakes her head and says to Vidi, "Please be careful."

"Don't worry," Max says. "That bird is tough."

Lazarius motions for silence. He throws a few switches and says, "Vidi, what is your exact location?"

Vidi answers, "Outpost Fifteen I am. Both teletokens I have. Only one can I send."

The Smole scientist turns to you and asks, "Which token do you want Vidi to transmit? One will provide extra fuel and the other will give you extra ammunition."

You think carefully and tell Lazarius your choice.

If you have a computer and want to type in the seventh part of your game now:

If your choice is more fuel:

Apple users turn to page 149.
Commodore users turn to page 131.
CoCo users turn to page 164.

Type in program segment 7A and then type in program segment 7C.

If your choice is more ammunition:

Apple users turn to page 149.
Commodore users turn to page 131.
CoCo users turn to page 164.

Type in program segment 7B and then type in program segment 7C.

Danger! **Do not play the game yet!**

Mark your choice of more fuel or more ammunition on the Option Sheet on page 115.

Continue reading:

The Smole scientist tells Vidi which token you want transmitted.

Vidi replies, "Ready I am!" He counts to three and the screen turns white. It flickers and flashes and a rainbow of colors swirls across the screen.

Suddenly the screen turns black.

"What happened?" Ramda cries.

"I don't know," Lazarius answers. "He had almost completed the transmission."

The screen remains blank while everyone in the room stands perfectly still. Ramda shakes her head sadly. All of a sudden, a burst of colorful light flashes on the screen.

Lazarius cheers. "Now we have all the data."

He works the controls and words print out on the screen. The scientist says, "The Scannervision's recording meters are ready. It is time to begin."

Romiden says, "There are only ten binary minutes left before the Electron batteries will stop."

All eyes are glued to the screen as you prepare for the final battle.

If you have typed all seven segments of the computer program:

You are ready to play the game and save Venturia! Turn to page 112 for final instructions.

After you have won the game by saving all the Smoles and recovering the power supply, turn to page 101 for the end of the story.

If you aren't using a computer:

Turn to page 93 for the battle simulation. Only you can save Venturia!

GAME SIMULATION

The Final Battle

You check the recording meters at the top of the screen. As you grip the hand controls, you say, "It looks like there's plenty of fuel and ammunition."

Lazarius says, "When you're ready, push the START button." You press the red button and your remote-control Raster Rover appears on the screen.

With a bold twist of the hand controls, you advance into the black caverns of the terrorist fortress. You move forward steadily and spot a wall straight ahead. Quickly turning to the right, you avoid a crash.

As you move up the screen in search of an exit, a terrorist jumps out in front of you. You hit the FIRE button and your magna ray shoots from your vehicle.

Turn the page and follow the rest of the battle simulation. When you come to each segment, check the Option Sheet on page 115 to remember what your choices were.

Segment 1

Choice 1a: Fire +

The blast of the magna ray shoots from all sides of your Raster Rover in a + pattern. A direct hit stops an evil terrorist dead in his tracks. Another terrorist rushes from behind him, and you shoot out a powerful round of fire. The + ray misses but you push the FIRE button again and it's a hit! Then you move swiftly through the darkened maze, twisting and turning around the dangerous walls of the terrorist fortress.

Choice 1b: Fire x

You fire your magna ray from all sides of your Raster Rover in an **x** pattern. Narrowly missing the advancing terrorist, you immediately fire again and land a direct hit. Then you carefully steer through the treacherous maze without sliding into the dark cavern walls. As you turn to the right, a terrorist charges right toward you! You move into position and fire! The **x** ray from your stunner stops him in his tracks.

Segment 2

Choice 2a: Slow Entry

Darting forward, you spot the first exit. Speeding your vehicle through it, you maneuver skillfully into the darkened cavern. A terrorist approaches and you blast him. Twisting and turning around the dangerous walls, you move closer to the exit. Slipping into the next cavern, you successfully speed past all the terrorists. With great skill and courage, you slowly fight your way through two more caverns. Inching toward the exit, you prepare to rescue the Smoles and recover the power supply.

Choice 2b: Fast Entry

Your vehicle races through the first exit and advances into the second cave. Turning your Raster Rover to the right, you crash into a wall. Quickly you swing your vehicle around and speed through the darkened maze. Oh, no! A terrorist hits your Rover before you can stop him. He fires again but you blast him first. Then you race through the cavern toward the Smoles and the power supply.

Segment 3

Choice 3a: Extra Hits

Charging around a corner, you nearly crash into a wall, but quickly and skillfully you maneuver the Rover to the left only to find three terrorists charging at you! You fire your magna ray and miss. They shoot back, hitting your Raster Rover hard. When you fire again, you hit two of the terrorists, but the other one chases after you, blasting his deadly weapons. Luckily, your Rover has special vector armor so it can withstand this onslaught.

Choice 3b: Extra Crashes

As soon as you see the dead end ahead, you quickly turn. Backtracking, you accidentally slide into a terrorist and hit him with your magna ray. Then you race forward into the dark passageway and slam right into the wall. *Crash!* Suddenly three terrorists charge you from all sides! You rush through the only open passage, but smash into one of the deadly walls. Lucky for you, the Raster Rover's special cryo armor is strong enough to take the beating.

Segment 4

Choice 4a: See Smoles

You now enter the cavern where the Smoles are held captive. The green symbols lighting up on the screen inform you of each Smole's location, making it easy for you to rescue them. But you watch closely for terrorists since you know the Scannervision can't see them until your Rover passes right next to them. You speed toward a group of Smoles and nearly crash right into the wall! Backing up, you slide smoothly around the corner. You have only four binary minutes left. . . .

Choice 4b: See Terrorists

You speed into the cavern to find the hidden Smoles. Each terrorist is marked by a red symbol on your viewing screen. As the terrorists race toward you, you skillfully dart in the opposite direction. Since the Smole locations are not displayed, you must carefully inspect every inch of the cavern. At least it's easy to keep your distance from the terrorists! You have only four binary minutes left. . . .

Segment 5

Choice 5a: Electronic Boomerang

Gliding down the dark passageway, you spot three Smoles ahead. As you speed forward, you shoot out your electronic boomerang and pull them into your Raster Rover. Good work! Then you blast a terrorist as your boomerang grabs two more Smoles. You must search for the others, but the terrorists are still attacking. You fire again and again. Bull's-eye! Racing your Rover around a corner, you spot more Smoles. With only three binary minutes left, you flip your electronic boomerang around them and pull them to safety.

Choice 5b: Laser Net

Swinging your laser net around four Smoles, you pull them in as two nasty terrorists begin to blast you. You fire back and knock them dead! Then you speed toward five more Smoles, throw your powerful laser net over them, and draw them toward safety. Darting around the dangerous cavern walls, you race past a terrorist before he even has a chance to fire. With only three binary minutes left, you advance toward more Smoles and scoop them into your net.

Segment 6

Choice 6a: See Exits

You sneak through the entrance into the dark power supply cavern. Then a circle lights up on the screen indicating your cavern exit. But suddenly two terrorists race at you from both sides! With lightning speed you pivot as you fire and hit both of them. You go on searching for the hidden power supply until you find it. Scooping it up, you speed toward the exit light. Only two binary minutes of power remain for you before the Technoterrorists will wipe out Venturia!

Choice 6b: See Power Supply

You rush into the cavern toward the brightly lit power supply. Suddenly a terrorist pops up in your path. Firing your weapons, you stop him cold. You twist and turn through the dark cave and grab the power supply. Deadly terrorists race after you as you search frantically for the exit. There it is! You slide through safely, but you have only two more binary minutes before the power runs out and Venturia will be destroyed.

Segment 7

Choice 7a: Extra Fuel

The Smoles and the power supply are safe in your Rover as you enter the final cavern. Your fuel is low and your ammo is completely gone. When two terrorists approach, you have to run. They fire at you, but you twist around the corners and speed away. There's the exit! As you race for it, your fuel level drops dangerously low. The terrorists are still firing at you, but you quickly dart through the exit with one binary minute to spare!

Choice 7b: Extra Ammunition

You enter the final cavern with the power supply and Smoles safely loaded into your Rover. Your fuel supply is dangerously low, but you do have some ammo left. Look out! The terrorists are surrounding you. You fire and hit two, but the others move in closer. Fire! You wipe them out with the last of your ammo. There's the exit ahead. With a burst of speed you charge through it just as the clock ticks off the last binary minute!

Turn to page 101 to end the story.

chapter 8

"You saved Venturia!" Ramda cheers.

"The terrorists' attacks were stopped by your courage and skill," Romiden adds.

The viewing screen flashes the words "VICTORY! VICTORY! VICTORY!" in bold red letters.

Romiden places his hand on your shoulder and says, "The power supply will be returned to CPU Central instantly and the Smole scientists are free again. Thanks to you we can drive the Technoterrorists out of Venturia forever!"

The screen blacks out and a Smole appears. He says, "The transmission knocked Vidi out, but he's unharmed. I'll be sure he's returned safely."

"Thank you!" Ramda cries joyfully.

Max says, "That old bird's not too bad—once in a while!"

As Max and Lazarius shake your hand, you notice a sparkling white mist rising from the floor. "What's happening?" you ask.

Romiden says, "It's time for you to pass through the glass of Lighting's Window and return to the Analog Dimension."

You say good-bye to Max and Ramda as the mist encircles your head and encloses you in a glittering blanket of fog.

A cool breeze sweeps you off the ground and floats you

into the air. It spins upside down in total whiteness. The delicate mist tingles against your skin.

With a gentle bounce you land on the ground as the sparkling fog fades away. Looking around, you exclaim, "I'm back in my room!"

Walking over to your computer, you notice that the monitor is turned on and words are printed on the screen.

You sit down in your chair and read the message:

THANK YOU

APPENDIXES

What You Need to Know to Type in the Programs

When typing in the computer game listings of this book, you must be extremely careful. There are several things you can do to make sure that your program will run properly.

The Computers Compatible with this Book

The programs will run on these computers: the Commodore 64, the Apple II family, and the Radio Shack Color Computer.

The Commodore 64 listings will run only on a Commodore 64; they will not run on other Commodore machines.

The Apple II listings are written for the Apple II family of computers that run Applesoft BASIC, such as the Apple II+, IIe, and IIc computers. The programs in this book will not run on any model using Apple Integer BASIC.

The Radio Shack Color Computer (CoCo) listings are written for all CoCo models. You must have at least 16K of memory. They will not run on the Radio Shack TRS-80 Models I to IV.

How to Type in the Listings

As you read the story and make your video game pro-

gram choices, carefully mark these on the Option Sheet on page 115. Type in the programs as you go along or read the story straight through and type them in later. In either case, be sure to type in only one of two choices for each of the seven pieces of the program.

There are seven major parts to the program, each of which has an A, B, C segment to type in. You always choose *between* the A and B segment listings and you always add the C segment listing to A or B.

For example, if you want your Scannervision vehicle to have more ammo (and less fuel), then you will want to type in the segment 7B listing. You will *not* type in the segment 7A listing, but you will type in the segment 7C listing.

Use the correct listing for your brand of computer. The program segments for the Commodore 64 (C64), Apple 11+ family (Apple), and Radio Shack Color Computer are given on separate pages—be sure to follow the directions that will take you to the correct pages to type.

If you aren't using a computer, mark your choices on the Option Sheet on page 115. See the result of your choices by reading the video game simulation on page 93.

If you have any trouble getting your program to run, proofread your listings carefully. If there is one mistake, your program will not run. The best way to do this is to have a friend read what is in the book aloud while you compare it to a printout or screen listing of what you have typed. Or read the printed listing into a tape recorder and play it back while you examine your own typing.

Whether you have a tape recorder or disk drive, save your work every few minutes and keep track of what program lines are saved where. One power failure that lasts a microsecond can wipe out an evening's work!

The longer you type without resting, the more likely you are to make a mistake. Try not to type for more than an hour at a time. One of the reasons that Arcade Explorers is broken up into segments is so that you can type in each part separately and easily.

As you type in each line, check to see that it isn't continued on the next line before you press RETURN. Get in the habit of looking at the next line number. If the next line is indented, it is part of the line before.

You will need to use a joystick to play the game. Plug in your joystick (read the specific instructions for your computer's joystick in "How to Play the Game" on page 112.

Once you have typed in the program correctly and it runs, feel free to experiment! However, the authors of this book take no responsibility for any program modifications you may make. Remember, you can't hurt your computer by changing a program, so go ahead and experiment! By studying the way that the program changes as you type in different segments, you can learn how programs can be modified.

In Case of Errors

If you get an error message after you type in your program and then RUN it, consult your computer's manual to see what the error might be and where it may occur in the listing. Be sure that you are typing in exactly what is on the printed page! Double-check the numeral **0** and the letter **O**, and the numeral **1** and the letter **l**. They are easy to confuse.

If all else fails, save everything to tape or disk and turn your computer off. Get a good night's sleep and come back the next day with fresh eyes. There are approximately 8000 keystrokes in the program, and it is easy to make a typo! Take it slow and easy and you will have a game that you can modify again and again.

Index of Listing Conventions

For the Apple and CoCo listings, you can type in exactly what you see. Some of the program lines are too long to fit on the page—they are continued on the line immediately below and are indented whenever possible. Ignore any spaces that are *not* in between quotes.

For the Commodore 64, certain listing conventions are used. The following chart shows you what cursor and color keys to press:

LISTING	You Type
[BLK]	CTRL-1
[WHT]	CTRL-2
[RED]	CTRL-3
[CYAN]	CTRL-4
[PURP]	CTRL-5
[GRN]	CTRL-6
[BLUE]	CTRL-7
[YELO]	CTRL-8
[RVON]	CTRL-9
[RVOF]	CTRL-0
[ORNG]	CMMD-1
[BRN]	CMMD-2
[LRED]	CMMD-3
[GRY 1]	CMMD-4
[GRY 2]	CMMD-5
[LGRN]	CMMD-6

[LBLU]	CMMD-7
[GRY3]	CMMD-8
[C/DN]	Cursor/down
[C/UP]	Cursor/up
[C/RT]	Cursor/right
[C/LF]	Cursor/left
[HOME]	Home
[CLR]	Clr
[F1]-[F8]	Function Keys

CTRL = control key
CMMD = Commodore Key

Program Options:

After you have created your game once, you may want to go back again and try different options. Follow this chart to see what game options are on which page:

Option	Program Lines	Page Numbers C64	Apple	CoCo
1A Fire +	1000–1100	119	137	153
1B Fire X	1000–1300			
2A Slow Entry	2000–2100	121	139	155
2B Fast Entry	2000–2300			
3A More Hits	3000–3100	123	141	157
3B More Crashes	3000–3300			
4A See Smoles	4000–4100	125	143	159
4B See Terrorists	4000-4300			
5A Rescue Boomerang	5000–5100	127	145	161

5B				
Rescue Net	5000–5300			
6A				
See Exit	6000–6100	129	147	163
6B				
See Power Supply	6000–6300			
7A				
More Fuel	7000–7100	131	149	164
7B				
More Ammo	7000–7300			

The C segments follow directly afterward on the same page. All C line numbers start at an even 500; for example, the lines for segment 5C start at 5500 and will go no higher than 5999.

How to Play the Game

You must use the Scannervision secret weapon to stop the Technoterrorists from destroying Venturia. These evil villains have stolen Venturia's power supply and kidnapped the Smole scientists. You must drive the Scannervision remote-control vehicle, the Raster Rover, into the deep dark caverns of the terrorist mountain fortress. You can save the Venturians if you recover the power supply and rescue the Smoles before Venturia's Electron batteries run out.

When the game starts, your remote-control vehicle will enter the first cavern. It will be dark. You will not be able to see around you. As you move, the area surrounding your Raster Rover will light up and stay lit. You must not touch any walls. They are electrocharged and will damage your vehicle. If you receive enough damage, the vehicle will be destroyed and you will lose the game.

There are seven caverns. All of them have electrocharged walls and attacking terrorists. The terrorists will chase you and shoot you with their vector rays. Your Raster Rover is equipped with a magna ray that you must use to stop them before they destroy your vehicle.

One of the seven caverns contains the stolen power supply and another contains the twenty kidnapped Smoles. You have already chosen if you wish to go for these two caverns immediately and exit through the last two caverns. Or you will have chosen to go to these two caverns after

you have successfully maneuvered through four caverns first.

You have also already chosen which objects you wish to use on your mission. You chose your vehicle's magna-ray fire pattern, the type of armor on your vehicle, whether it contains extra fuel or extra ammo, and if you will use the electronic boomerang or the laser net to rescue the Smoles and recover the power supply.

You also chose what objects you wish to be illuminated by the Scannervision's remote-control viewing screen. You will be able to see either the Smoles or the locations of the terrorists. And you will be able to see either the power supply or the cavern's exit location. You must pass through these exits to find your way successfully through the seven caverns. As you progress, each cavern has more terrorists in it than the last, so be careful!

You start the game with a certain amount of fuel. Each move will decrease the fuel. You will have a limited amount of ammunition that you can use to fire at the terrorists or blast walls. You can pick up the Smoles or the power supply by using the boomerang or a net.

Your control panel will tell you the status of your vehicle, how much fuel, ammunition, and time you have left, as well as how many terrorists you have stunned, how many Smoles you have rescued, and whether you have recovered the power supply.

Beware! You only have a limited amount of time. The clock is ticking. If you do not accomplish your mission before the clock moves to zero, the Electron batteries will stop, Venturia will be plunged into eternal darkness, and the Technoterrorists will have triumphed.

Win or lose, at the end of each game, you will be told your score. If you did not save Venturia, you can try again until you do!

Specific Instructions for Each Computer

Commodore 64: Use Joystick Port 2 for your joystick. Use the FIRE button to blast terrorists. Use the F1 function key (on the top right of your machine) to recover the Smoles or the power supply.

Apple: Adjust your joystick so that it will move the vehicle smoothly. Use either joystick button to blast the terrorists. Use the space bar to recover the Smoles or the power supply. Make sure that your shift lock key is pressed down if you have one.

Radio Shack CoCo: Adjust your joystick so that it will move the vehicle smoothly. Use the *right* joystick port. Use the joystick FIRE button to blast the terrorists. Use the space bar to recover the Smoles or the power supply. Before you begin typing your CoCo programs, type:

```
Poke 25, 6: NEW
```

and press RETURN. This will give your CoCo the maximum amount of program memory.

Are you ready to save Venturia?

Turn to page 101 when you have finished playing the game.

Option Sheet

Mark your choices as you make them:

Segment 1

Choice 1A: Fire + _____
Choice 1B: Fire x _____

Segment 2

Choice 2A: Slow Entry _____
Choice 2B: Fast Entry _____

Segment 3

Choice 3A: Extra Hits _____
Choice 3B: Extra Crashes _____

Segment 4

Choice 4A: See Smoles _____
Choice 4B: See Terrorists _____

Segment 5

Choice 5A: Electronic Boomerang _____
Choice 5B: Laser Net _____

Segment 6

Choice 6A: See Exit _____
Choice 6B: See Power Supply _____

Segment 7

Choice 7A: Extra Fuel _____
Choice 7B: Extra Ammo _____

COMMODORE 64 GAME PROGRAM

1-a

```
10 REM ARCADE EXPLORERS GAME 1
20 REM SAVE THE VENTURIANS!
30 REM COPYRIGHT SETH MCEVOY AND LAURE SMITH
40 REM PUBLISHED BY DELL BOOKS, INC.
50 GOSUB 7500:GOTO 8500
1000 REM FIRE + PATTERN
1100 RETURN
```

1-b

```
10 REM ARCADE EXPLORERS GAME 1
20 REM SAVE THE VENTURIANS!
30 REM COPYRIGHT SETH MCEVOY AND LAURE SMITH
40 REM PUBLISHED BY DELL BOOKS, INC.
50 GOSUB 7500:GOTO 8500
1000 REM FIRE X PATTERN
1300 FORI=1TO8:FA(I)=FA(I+8):NEXT:RETURN
```

1-c

```
1500 REM MAIN LOOP
1505 A$=""
1510 IF (PEEK(JS)AND(FT))<>15 THEN GOSUB 3500
1520 GOSUB 4500:REM ILLUMINATE
1530 FG=FG+1:IF FG=3 THEN FG=0:GOSUB 4700
1540 GET A$: IF A$=CHR$(133) THEN GOSUB 5700
1545 IF (PEEK(JS)AND16)/16=0 THEN GOSUB 1600
1550 S3=S3-1:GOSUB 2739
1555 IF S3<1 THEN GOTO 6940
1590 GOTO 1500
1600 REM FIRE
1602 IF S2<1 THEN RETURN
1603 GOSUB 3800
1605 FORI=1TO4
1610 K=VP+FA(I+4):J=PEEK(K):FA(I+8)=0
1615 IF J=H3 THEN 1650
1620 IF J=H4 THEN 1700
```

1-c Continued

```
1625 IF J=H2 THEN 1750
1630 GOTO 1655
1650 POKE K-FF,FA(I):POKE K-FF+DF,6
1655 NEXT
1660 GOSUB 5778
1662 GOSUB 4500
1685 S2=S2-1:GOSUB 2737
1695 RETURN
1700 REM BLOT TERRO
1705 POKE K,H3
1710 S5=S5+1
1715 GOSUB 2743
1720 GOSUB 1900
1740 GOTO 1650
1750 REM BLOT CLUMP
1755 POKE K,H3
1760 S2=S2-5:IF S2<1 THEN S2=0
1765 GOSUB 2737
1790 GOTO 1650
1800 REM CATCH1
1805 FOR CC=1TO10
1810 VV=CC*5+50
1820 GOSUB 3900
1825 NEXT
1830 RETURN
1900 REM CATCH2
1905 FOR CC=1TO20
1910 VV=200-CC*5
1920 GOSUB 3900
1925 NEXT
1930 RETURN
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 11.

2-a

```
2000 REM SLOW ENTRY
2100 SP=5:PS=6:RETURN
```

2-b

```
2000 REM FAST ENTRY
2300 SP=2:PS=3:RETURN
```

2-c

```
2500 REM CREATE SCREEN
2502 FORI=HS TO HS+SC:POKE I,H3:NEXT
2505 FORH=1TO12
2510 RP=FF+INT(RND(0)*(SE-SC))
2512 I=INT(RND(0)*4)+1
2515 FORJ=1TO4:FORK=1TO4
2520 IF SC$(I,J,K)="0" THEN 2530
2525 C=SC+RP+40*K+J+199:POKE C,H2
2530 NEXT:NEXT:NEXT
2600 REM BORDER
2610 FORI=1TO19:C=SC+FF+40*I+5*40
2615 POKE C,H1:POKE C+39,H1:NEXT
2620 FORI=1TO40:C=SC+FF+6*40+I
2625 POKE C,H1:POKE C+40*18,H1:NEXT
2700 REM SCOREBOARD
2710 B$="":FORI=1TO40:B$=B$+SP$:NEXT
2715 B$=R1$+B$+R2$
2720 PRINT"{HOME}";:FORI=1TO6:PRINT B$;:NEXT
2725 GOSUB 2730:GOSUB 2735:GOSUB 2737
2727 GOSUB 2739:GOSUB 2740:GOSUB 2743:RETURN
2730 PRINT "{HOME}{C/DN}{C/RT}"R1$"FUEL"SPC(8)
 "AMMO"SPC(8)"TIME"R2$
2732 PRINT"{HOME}{C/DN}{C/DN}{C/RT}"R1$"SMOLES
2733 PRINT"{HOME}{C/DN}{C/DN}{C/DN}{C/RT}"R1$
 "TERRORISTS"
2734 PRINT"{HOME}{C/DN}{C/DN}{C/DN}{C/DN}";:
 PRINT"{C/RT}"R1$"MESSAGE:"R2$:RETURN
```

2-c Continued

```
2735 PRINT  "{HOME}{C/DN}"SPC(5)R1$;S1;
 "{C/LF} ";R2$:RETURN
2737 PRINT   "{HOME}{C/DN}"SPC(17)R1$;S2;
 "{C/LF} ";R2$:RETURN
2739 PRINT    "{HOME}{C/DN}"SPC(29)R1$;S3;
 "{C/LF} ";R2$:RETURN
2740 IF S4<1 THEN RETURN
2741 PRINT"{HOME}{C/DN}{C/DN}"SPC(13)R1$;:
 FORB=1TOS4:PRINT"*";:NEXT:PRINTSP$+R2$
2742 RETURN
2743 IF S5<1 OR S5>20 THEN RETURN
2745 PRINT"{HOME}{C/DN}{C/DN}{C/DN}"SPC(13)
 R1$;:FORB=1TOS5:PRINT"+";:NEXT:PRINTSP$+R2$
2746 RETURN
2800 PRINT:PRINT"WANT TO PLAY AGAIN?"
2805 PRINT "(PRESS Y IF YOU DO)"
2810 GET Y$:IF Y$<>"Y" THEN 2810
2815 RUN
2900 IF PR=0 OR S4>0 THEN PRINT "YOU FAILED IN
 YOUR MISSION":GOTO 2800
2910 PRINT "YOUR MISSION WAS A SUCCESS"
2920 GOTO 2800
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 30.

3-a

```
3000 REM ALLOW MORE HITS
3100 CR=10:HT=20:RETURN
```

3-b

```
3000 REM ALLOW MORE CRASHES
3300 CR=20:HT=10:RETURN
```

3-c

```
3500 REM VEHICLE MOVE
3505 IF S1<1 THEN RETURN
3510 C=PEEK(JS)AND FT:MX=0:MY=0
3520 IF C=14 THEN MY=-40:DX=1
3522 IF C=7 THEN MX=1:DX=2
3524 IF C=13 THEN MY=40:DX=3
3526 IF C=11 THEN MX=-1:DX=4
3528 POKE VP,32
3530 C=PEEK(VP+MY+MX):GOSUB 3600
3535 C=-177*(DX=1)-171*(DX=2)-178*(DX=3)
 -179*(DX=4)
3537 VP=VP+MY+MX:VX=VX+MX:VY=VY+(MY/40)
3540 POKE VP,H0
3542 POKE VP-FF-MX-MY,32
3545 POKE SC+VX+40*VY,C+64
3546 POKE SC+VX+40*VY+DF,1
3550 S1=S1-1:GOSUB 2735
3555 GOSUB 5800
3560 RETURN
3600 REM CHECK FOR COLLISIONS
3610 IF C=H3 THEN RETURN
3620 IF C=H2 OR C=H1 OR C=H4 THEN GOSUB 6800
3625 IF C=H7 THEN 5600
3630 MX=0:MY=0:RETURN
3700 REM TERRO MOVE
3705 POKE V+3,9:POKE V+5,0:POKE V+6,240
3710 POKE V,45:POKE V+1,50
3715 POKE V+4,65
```

3-c Continued

```
3720 POKE V+4,64
3725 RETURN
3800 REM FIRE
3805 POKE V,246:POKE V+1,84
3806 POKE V+7,0:POKE V+8,70
3810 POKE V+5,100:POKE V+6,138
3811 POKE V+12,100:POKE V+13,138
3820 POKE V+24,14
3825 POKE V+4,33:POKE V+11,129
3835 POKE V+4,32:POKE V+11,128
3840 RETURN
3900 REM CATCH
3910 POKE V,100:POKE V+1,VV
3915 POKE V+5,136:POKE V+6,136:POKE V+24,14
3920 POKE V+4,33
3925 POKE V+4,32
3930 RETURN
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 42.

4-a

```
4000 REM SEE SMOLES
4100 TF=0:SF=FF:RETURN
```

4-b

```
4000 REM SEE TERRORISTS
4300 TF=FF:SF=0:RETURN
```

4-c

```
4500 REM ILLUMINATE
4510 FORI=1TO9:C=PEEK(VP+F(I))
4512 IF C=H0 THEN 4520
4515 POKE VP+F(I)-FF,C:POKE VP+F(I)-FF+DF,9
4520 NEXT:RETURN
4600 REM CREATE TERROS
4605 GOSUB 4000
4610 FOR I=1 TO 2*SN
4615 J=INT(RND(0)*(TB))+SC+FF+TA
4620 IF PEEK(J)<>H3 THEN 4615
4625 POKE J,H4:TP(I)=J
4635 POKE J-TF,H4:POKE J+DF-FF,4
4650 NEXT:RETURN
4700 REM MOVE TERRORISTS
4710 FOR I=1 TO SN*2
4715 IF PEEK(TP(I))<>H4 THEN GOTO 4615:I=I-1
4720 K=TP(I)-HS:TY=INT(K/40):TX=K-TY*40
4725 AX=ABS(VX-TX):AY=ABS(VY-TY):XD=0:YD=0
4730 IF AX>AY THEN 4750
4740 IF TY>VY THEN YD=-1:GOTO 4760
4744 YD=1:GOTO 4760
4750 IF TX<VX THEN XD=1:GOTO 4760
4754 XD=-1
4760 GOSUB 4800
4764 IF FL=1 THEN 4780
4766 H=1
4768 K=INT(RND(0)*4):XD=0:YD=0
4770 ON K GOSUB 4850,4860,4870,4880
```

4-c Continued

```
4772 GOSUB 4800
4774 IF FL=1 THEN 4780
4776 H=H+1:IF H<4 THEN 4768
4778 RETURN
4780 J=TP(I)+XD+40*YD
4782 POKE TP(I),32:POKE TP(I)-TF,32
4790 POKE J,H4:TP(I)=J
4793 POKE J-TF,H4:POKE J+DF-FF,4
4794 NEXT
4795 RETURN
4800 REM MOVE TRY SUBROUTINE
4801 FL=0
4802 C=TP(I)+XD+40*YD
4804 IF PEEK(C)=H0 THEN C=H4:GOSUB 6800
4806 IF PEEK(C)=32 THEN FL=1:GOSUB 3700
4808 RETURN
4850 XD=1:RETURN
4860 XD=-1:RETURN
4870 YD=1:RETURN
4874 IF FL=1 THEN K=1
4880 YD=-1:RETURN
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 56.

5-a

```
5000 REM RESCUE WITH BOOMERANG
5100 BF=0:B1=40:B2=41:RETURN
```

5-b

```
5000 REM RESCUE WITH NET
5300 BF=12:B1=102:B2=230:RETURN
```

5-c

```
5500 REM CREATE EXIT
5510 J=INT(RND(0)*(TB))+SC+FF+TA
5515 IF PEEK(J)<>H3 THEN 5510
5516 IF PEEK(J+1)<>H3 THEN 5510
5517 IF PEEK(J-1)<>H3 THEN 5510
5520 POKE J,H7:L1=J
5522 IF AL=1 THEN POKE J-FF,H7:POKE J-FF+DF,6
5525 J=L1-HS:L2=INT(J/40):L3=J-L2*40
5530 RETURN
5600 REM NEXT SCREEN
5610 IF SN=8 THEN 6980
5615 GOTO 8800
5700 REM RESCUE
5705 FOR I=1TO3
5710 J=BN(BF+I+3*DX-3)+VP:K=PEEK(J)
5715 IF K=H5 THEN GOSUB 5780
5717 IF K=H6 THEN GOSUB 5790
5720 IF K<>H3 THEN I=3:GOTO 5730
5725 POKE J-FF,B1:POKE J-FF+DF,6:GOSUB 5778
5727 POKE J-FF,B2:POKE J-FF+DF,6:GOSUB 5778
5728 POKE J-FF,H3
5730 NEXT
5740 GOSUB 1800
5775 RETURN
5778 FORII=1TO50:NEXT:RETURN
5780 REM RESCUE SMOLE
5782 POKE J,H3:POKE J-FF,H3
```

5-c Continued

```
5784 GOSUB 7900
5786 S4=S4-1:GOSUB 2740
5788 RETURN
5790 REM RESCUE PS
5792 POKE J,H3:POKE J-FF,H3
5794 GOSUB 7900
5796 POKE SC+117,16
5797 PR=1
5798 RETURN
5800 REM TICK
5805 POKE V+3,9:POKE V+5,0:POKE V+6,240
5810 POKE V,45:POKE V+1,67
5815 POKE V+4,65
5820 POKE V+4,64
5825 RETURN
5900 REM CRASH SOUND
5905 POKE V+1,9:POKE V+5,4
5906 POKE V+6,72:POKE V+4,129:POKE V+4,128
5910 RETURN
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 69.

6-a

```
6000 REM SEE EXIT
6100 AL=1:RETURN
```

6-b

```
6000 REM SEE POWER SUPPLY
6300 AL=0:RETURN
```

6-c

```
6800 REM YOU MOVE AND CRASH
6810 MX=0:MY=0
6815 IF C=H4 THEN GOTO 6850
6820 M$="WALL! "+STR$(CR)+" CRASHES LEFT!"
6821 GOSUB 6900
6825 GOSUB 5900
6827 CR=CR-1:IF CR<1 THEN 6970
6830 RETURN
6850 M$="TERRORIST! "+STR$(HT)+" HITS LEFT!"
6851 GOSUB 6900
6855 GOSUB 5900
6857 HT=HT-1:IF HT<1 THEN 6950
6900 REM MESSAGES
6910 PRINT"{HOME}{C/DN}{C/DN}{C/DN}{C/DN}"
 SPC(12)R1$;M$;SPC(30-LEN(M$))R2$:RETURN
6940 REM END OF GAME FROM TIME
6941 PRINT"{CLR}{C/DN}YOU RAN OUT OF TIME!"
6945 GOTO 6990
6950 REM END OF GAME FROM HITS
6951 PRINT"{CLR}{C/DN}YOU WERE HIT BY TOO MANY
 TERRORISTS!"
6955 GOTO 6990
6970 REM END OF GAME FROM CRASH
6971 PRINT"{CLR}{C/DN}YOU HIT TOO MANY WALLS!"
6975 GOTO 6990
6980 REM END OF GAME FROM WIN
6981 PRINT        "{CLR}{C/DN}YOU ESCAPED FROM
 TERRORIST CAVERNS!"
```

6-c Continued

```
6990 PRINT:PRINT"YOUR FINAL SCORE:":PRINT
6991 PRINT"YOU RESCUED ";20-S4;" SMOLES"
6992 PRINT"YOU STUNNED ";S5;" TERRORISTS"
6993 PRINT"YOU HAD ";S3;" TICKS OF TIME LEFT"
6994 PRINT"YOU HAD ";S2;" ZAPS OF AMMO LEFT"
6995 PRINT"YOU HAD ";S1;" PECKS OF FUEL LEFT"
6996 B$="{C/LF}":IF PR=0 THEN B$="NOT"
6997 PRINT       "YOU DID ";B$;" GET THE POWER
 SUPPLY!":PRINT:GOTO 2900
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 86.

7-a

```
7000 REM MORE FUEL
7100 S1=1500:S2=100:RETURN
```

7-b

```
7000 REM MORE AMMO
7300 S1=1000:S2=150:RETURN
```

7-c

```
7500 PRINT    "{CLR}{C/DN}       {RVON} ARCADE
 EXPLORERS GAME 1 {RVOF}":PRINT
7503 PRINT "   {RVON}RULES{RVOF}"
7505 PRINT:PRINT         "AVOID THE TERRORISTS
 {RVON}+{RVOF}"
7510 PRINT:PRINT             "RESCUE THE SMOLES
 {RVON}S{RVOF} AND POWER SUPPLY {RVON}P{RVOF}"
7520 PRINT:PRINT                "FIND THE EXITS
 {RVON}●{RVOF}":REM"●"=SHIFT Q
7525 PRINT:PRINT               "AVOID THE WALLS
 {RVON}▒{RVOF}":REM "▒"=SHIFT V
7530 PRINT:PRINT "   {RVON}ACTION{RVOF}"
7535 PRINT:PRINT"MOVE WITH JOYSTICK (PORT 2)"
7540 PRINT:PRINT   "USE FIRE BUTTON TO DESTROY
 {RVON}+{RVOF} & {RVON}▒{RVOF}"
7545 PRINT:PRINT       "RESCUE {RVON}S{RVOF} &
 {RVON}P{RVOF} WITH <F1> KEY"
7590 PRINT:PRINT:   PRINT"         {RVON}PRESS
 ANY KEY TO START{RVOF}"
7595 GET A$:IF A$="" THEN 7595
7596 PRINT"{CLR}"
7597 RETURN
7800 REM CREATE SMOLE PRISON
7805 FORI=1TO20
7810 J=INT(RND(0)*(TB))+SC+FF+TA
7815 IF PEEK(J)<>H3 THEN 7810
7820 POKE J,H5:POKE J-SF,H5:POKE J+DF-FF,7
7825 NEXT:RETURN
```

7-c Continued

```
7840 REM CREATE POWER SUPPLY
7850 J=INT(RND(0)*(TB))+SC+FF+TA
7855 IF PEEK(J)<>H3 THEN 7850
7860 POKE J,H6
7865 IF AL=0 THEN POKE J-FF,H6:POKE J-FF+DF,3
7890 RETURN
7900 REM CATCH3
7910 POKE V,30:POKE V+1,25
7920 POKE V+2,224:POKE V+3,124
7930 POKE V+5,51:POKE V+6,204
7940 POKE V+24,14
7950 POKE V+4,65
7955 POKE V+4,64
7960 RETURN
8500 REM VARIABLES
8510 SC=1024:FF=0:SE=SC+637:CS=55296
8511 DF=CS-SC:V=54272
8515 PR=0
8520 S3=1000:S4=20:S5=0
8525 HS=49152:FF=HS-SC
8530 JS=56320:FT=15:REM PORT 2 = JOYSTICK
8535 H0=241:H1=81:H2=214:H3=32:H4=171
8536 H5=147:H6=144:H7=209
8540 VX=19:VY=14:VP=HS+VX+40*VY
8550 R1$="{RVON}{BRN}":R2$="{RVOF}{LBLU}"
8551 SP$=CHR$(32)
8555 SN=0:TA=280:TB=1024-320
8600 REM LOAD SCREEN
8605 DIM SC$(4,4,4)
8610 DATA "0101011010100101"
8615 DATA "0101101001101001"
8620 DATA "1010010101101010"
8625 DATA "1001011001011010"
8630 FORI=1TO4:READB$:FORJ=1TO4:FORK=1TO4
```

CONTINUE TYPING ON PAGE 133.

7-c Continued

```
8631 SC$(I,J,K)=MID$(B$,J+4*(K-1),1)
8635 NEXT:NEXT:NEXT
8650 REM ILLUMINATE DATA
8655 DATA -41,-40,-39,-1,0,1,39,40,41
8660 FORI=1TO9:READ C:F(I)=C:NEXT
8665 DATA -40,-80,-120,1,2,3,40,80,120,-1,
 -2,-3
8670 DATA -41,-40,-39,-39,1,41,39,40,41,-41,
   -1,39
8675 DIM BN(24):FORI=1TO24:READ BN(I):NEXT
8680 DATA 66,67,66,67,-40,1,40,-1
8685 DATA 78,77,78,77,-39,41,39,-41
8690 DIM FA(16):FORI=1TO16:READ FA(I):NEXT
8695 POKE 53280,0:POKE 53281,0:PRINT"{CLR}"
8700 REM ONE-TIME SETUP
8710 FORI=1TO24:POKE V+I,0:NEXT:POKE V+24,15
8715 DIM TP(14)
8725 GOSUB 2000:GOSUB 5000:GOSUB 1000
8730 GOSUB 6000:GOSUB 7000:GOSUB 3000
8800 REM EVERY SCREEN SETUP
8804 PRINT"{CLR}{C/DN}PLEASE WAIT...."
8805 SN=SN+1:FORJ=1TOSN:GOSUB 5900:NEXT
8810 GOSUB 2500
8815 FORI=1TO9:POKE VP+F(I),H3:NEXT
8820 POKE VP,H0:DX=1:POKE VP-FF,H0
8821 POKE VP-FF+DF,3
8825 GOSUB 4600:REM CREATE TERRORISTS
8832 IF SN=SP THEN GOSUB 7800
8834 IF SN=PS THEN GOSUB 7840
8840 GOSUB 5500
8900 POKE 631,0:GOTO 1500
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 91.

APPLE II
GAME PROGRAM

1-a

```
900  REM  ARCADE EXPLORERS GAME 1
910  REM  SAVE THE VENTURIANS!
920  REM   COPYRIGHT SETH MCEVOY
930  REM                  AND LAURE SMITH
940  REM  PUBLISHED BY DELL BOOKS, INC.
950  GOSUB 3700: GOTO 8500
1000  REM  FIRE + OR X
1100  RETURN
```

1-b

```
900  REM  ARCADE EXPLORERS GAME 1
910  REM  SAVE THE VENTURIANS!
920  REM   COPYRIGHT SETH MCEVOY
930  REM                  AND LAURE SMITH
940  REM  PUBLISHED BY DELL BOOKS, INC.
950  GOSUB 3700: GOTO 8500
1000  REM  FIRE + OR X
1300  FOR I = 1 TO 4: FOR J = 1 TO 2:FF(I,J)
   = FF(I + 4,J): NEXT : NEXT : RETURN
```

1-c

```
1500  REM    MAIN LOOP
1515  GOSUB 2700: REM   PRINT SCORE
1525  GOSUB 3500: REM   JOYSTICK
1530  GOSUB 4500: REM   ILLUMINATE
1535  GOTO 1600: REM   CHECK FOR EXIT
1540  IF  PEEK (49250) > 127 THEN  GOSUB 1700
   : REM    FIRE AT TERRO
1545 GG = GG + 1: IF GG = 3 THEN GG = 0: GOSU
   B 4700: REM     MOVE TERROS
1550  IF  PEEK (49249) > 127 THEN  GOSUB 5700
1560 S3 = S3 - 1: IF S3 < 1 THEN EF = 6: GOTO
    6800
1570  GOSUB 4500: REM   ILLUMINATE 2
1590  GOTO 1500
1600  REM   EXITS
```

1-c Continued

```
1610  IF EF = 2 THEN  HOME :M$ = "NEXT CAVE..
   .PLEASE WAIT": GOSUB 2700: GOTO 8800
1620  IF EF = 1 THEN HH = HH - 1:M$ = "TERROR
   IST! " +  STR$ (HH) + " HITS LEFT":SS = 8:
    GOSUB 5800: IF HH < 1 THEN 6800
1630  IF EF = 3 THEN CC = CC - 1:M$ = "WALL!
   " +  STR$ (CC) + " CRASHES LEFT":SS = 8: G
   OSUB 5800: IF CC < 1 THEN 6800
1640  IF EF = 4 THEN M$ = "YOU GOT THE POWER
   SUPPLY!":SS = 7: GOSUB 5800:S6 = 1
1650  IF EF = 5 THEN S4 = S4 - 1:SS = 6: GOSU
   B 5800: IF S4 < 1 THEN M$ = "YOU GOT ALL S
   MOLES!"
1690 EF = 0: GOTO 1540
1700  REM  FIRE AT TERRO
1705  IF S2 < 1 THEN  RETURN
1707 SS = 3: GOSUB 5800
1710  FOR I = 1 TO 4: GOSUB 1790
1730 C$ = HS$(VZ,HZ)
1735  IF C$ = "T" THEN HS$(VZ,HZ) = " ":S5 =
   S5 + 1:SS = 5: GOSUB 5800
1737  IF C$ = "X" THEN HS$(VZ,HZ) = " ":S2 =
   S2 - 5: IF S2 < 0 THEN S2 = 0
1740  IF C$ <  > " " THEN 1755
1750  HTAB HZ: VTAB VZ: PRINT "+";
1755  NEXT :S2 = S2 - 1
1760  FOR I = 4 TO 1 STEP  - 1
1770  GOSUB 1790
1775  HTAB HZ: VTAB VZ: PRINT HS$(VZ,HZ);: NE
   XT : RETURN
1790 VZ = VV + FF(I,1):HZ = HV + FF(I,2): RET
   URN
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 11.

2-a

```
2000  REM  SLOW OR FAST ENTRY
2100 SP = 5:PS = 6: RETURN
```

2-b

```
2000  REM  SLOW OR FAST ENTRY
2300 SP = 2:PS = 3: RETURN
```

2-c

```
2500  REM    CREATE SCREEN
2502  VTAB 4: HTAB VM + 1: INVERSE : PRINT "T
   UNNELING": NORMAL
2505  FOR I = 1 TO VM: FOR J = 1 TO HM:HS$(I,
   J) = " ": GOSUB 2590: NEXT : GOSUB 2550: N
   EXT
2508  FOR K = 1 TO 8
2509  LET Z =  PEEK (49200)
2510 VZ =  INT ( RND (1) * 12 + 6):HZ =  INT
   ( RND (1) * 32 + 2)
2515 C =  INT ( RND (0) * 4 + 1)
2520  FOR I = 1 TO 4: FOR J = 1 TO 4
2525 HS$(VZ + I,HZ + J) = SC$(C,I,J)
2530  NEXT : NEXT : NEXT : RETURN
2550  HTAB I: VTAB 4: PRINT ")";: RETURN
2590  IF I = 6 THEN HS$(6,J) = "N"
2592  IF I = VM THEN HS$(VM,J) = "N"
2594  IF J = 1 THEN HS$(I,1) = "N"
2596  IF J = HM THEN HS$(I,HM) = "N"
2598  RETURN
2600  REM         DOORWAYS
2610 DW =  INT ( RND (1) * 4 + 1)
2620  ON DW GOSUB 2630,2640,2650,2660
2625 HS$(VZ,HZ) = "E": IF AL = 1 THEN  RETURN

2628  HTAB HZ: VTAB VZ: PRINT "E";: RETURN
2630 VZ = 6:HZ = 19: RETURN
```

2-c Continued

```
2640 VZ = 13:HZ = 38: RETURN
2650 VZ = 22:HZ = 19: RETURN
2660 VZ = 13:HZ = 1: RETURN
2700  REM      SCOREBOARD
2710  VTAB 1: HTAB 1: PRINT "FUEL ";S1;"  AMM
   O ";S2;"  TIME ";S3;"    "
2715  VTAB 2: HTAB 1: PRINT "SMOLES ";S4;"
   TERRORISTS ";S5;" "
2717  VTAB 3: HTAB 10 +  LEN (M$): FOR I = 1
   TO 28 -  LEN (M$): PRINT " ";: NEXT
2720  VTAB 3: HTAB 1: PRINT "MESSAGE: ";M$
2722  VTAB 4: HTAB 1: FOR I = 1 TO 38: HTAB I
   : PRINT  CHR$ (95);: NEXT
2725  VTAB 1: HTAB 1: RETURN
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 30.

3-a

```
3000  REM  ALLOW MORE HITS OR CRASHES
3100 HH = 20:CC = 10: RETURN
```

3-b

```
3000  REM  ALLOW MORE HITS OR CRASHES
3300 HH = 10:CC = 20: RETURN
```

3-c

```
3500  REM  VEHICLE MOVE
3505 VD = 0:HD = 0
3510 HP =  PDL (0):VP =  PDL (1)
3515  IF VP < 55 THEN VD =  - 1:DX = 1
3520  IF HP > 200 THEN HD = 1:DX = 2
3525  IF VP > 200 THEN VD = 1:DX = 3
3530  IF HP < 55 THEN HD =  - 1:DX = 4
3535 C =  ABS (VD) +  ABS (HD): IF C > 1 OR C
    = 0 THEN  RETURN
3537  IF S1 = 0 THEN  RETURN
3540 HS$(VV,HV) = " "
3545 HZ = HV + HD:VZ = VV + VD: GOSUB 3600
3550 HV = HV + HD:VV = VV + VD
3555 HS$(VV,HV) = DX$(DX)
3560  IF HD + VD = 0 THEN  RETURN
3565 S1 = S1 - 1: IF S1 < 0 THEN S1 = 0
3570 SS = 1: GOSUB 5800
3575  RETURN
3600  REM  CHECK FOR COLLISIONS
3610 C$ = HS$(VZ,HZ)
3615  IF C$ = " " THEN  RETURN
3620  IF C$ = "T" THEN EF = 1
3625  IF C$ = "E" THEN EF = 2
3630  IF C$ = "X" OR C$ = "N" THEN EF = 3
3680 HD = 0:VD = 0: RETURN
3700  REM    INSTRUCTIONS
3705  HOME : INVERSE : PRINT " ARCADE EXPLORE
```

3-c Continued

```
   RS GAME 1 "
3710  PRINT : HTAB 10: PRINT " RULES "
3715  NORMAL : PRINT : PRINT "AVOID THE TERRO
   RISTS: T"
3720  PRINT : PRINT "RESCUE THE SMOLES: S"
3725  PRINT : PRINT "AND THE POWER SUPPLY: P"
3730  PRINT : PRINT "FIND THE EXITS: E"
3735  PRINT : PRINT "AND AVOID THE WALLS: X N
3740  PRINT : HTAB 10: INVERSE : PRINT " ACTI
   ON ": NORMAL
3745  PRINT : PRINT "MOVE WITH JOYSTICK
3750  PRINT : PRINT "RESCUE WITH BUTTON 0
3755  PRINT : PRINT "FIRE WITH BUTTON 1
3760  PRINT : INVERSE : PRINT " PRESS BUTTON
   0 TO BEGIN ": NORMAL
3765  IF  PEEK (49249) < 128 THEN 3765
3770  HOME : PRINT "PLEASE WAIT...": RETURN
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 42.

4-a

```
4000  REM  SEE SMOLES OR TERROS
4100 ST = 0: RETURN
```

4-b

```
4000  REM  SEE SMOLES OR TERROS
4300 ST = 1: RETURN
```

4-c

```
4500  REM   ILLUMINATE SCREEN
4510  FOR I = VV - 1 TO VV + 1: FOR J = HV -
   1 TO HV + 1
4520  VTAB I: HTAB J
4525  PRINT HS$(I,J);
4530  NEXT : NEXT : RETURN
4600  REM  CREATE TERRORISTS
4610  FOR I = 1 TO 2 * SN: GOSUB 4900
4620  GOSUB 4800: NEXT : RETURN
4700  REM  MOVE TERRORISTS
4705  FOR I = 1 TO 2 * SN
4707 TF = 0:PF = 0
4710  IF HS$(VT(I),HT(I)) = " " THEN  GOSUB 4
   900: GOSUB 4800
4715 VA =  ABS (VV - VT(I)):HA =  ABS (HV - H
   T(I)):VD = 0:HD = 0
4720  IF HA ) (VA) THEN 4750
4725 PF = 1
4730  IF VT(I) ) VV THEN VD =  - 1: GOTO 4760
4740 VD = 1: GOTO 4760
4750  IF HT(I) ( HV THEN HD = 1: GOTO 4760
4755 HD =  - 1
4760 TF = TF + 1
4765 VZ = VT(I) + VD:HZ = HT(I) + HD
4767  IF HS$(VZ,HZ) = DX$(DX) THEN EF = 1
4768  IF HS$(VZ,HZ) (  ) " " THEN 4780
4770 HS$(VT(I),HT(I)) = " ": HTAB HT(I): VTAB
```

4-c Continued

```
    VT(I): PRINT " ";: GOSUB 4800
4775  NEXT : RETURN
4780  IF TF > 2 THEN 4775
4785  IF PF = 0 THEN 4725
4786  GOTO 4750
4800  REM  ONE TERRO
4810 VT(I) = VZ:HT(I) = HZ:HS$(VZ,HZ) = "T"
4815 Z$ = " ": IF ST = 1 THEN Z$ = "T"
4820  HTAB HT(I): VTAB VT(I): PRINT Z$;: RETU
   RN
4900  REM  RANDOM CREATE
4910 VZ =  INT ( RND (1) * 16 + 6):HZ =  INT
   ( RND (1) * 37 + 2)
4920  IF HS$(VZ,HZ) <  > " " THEN 4910
4925  IF  ABS (VZ - VV) > 3 AND  ABS (HZ - HV
   ) > 3 THEN  RETURN
4930  GOTO 4910
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 56.

5-a

```
5000  REM   USE BOOMERANG OR NET
5100  RETURN
```

5-b

```
5000  REM   USE BOOMERANG OR NET
5300  FOR I = 1 TO 4: FOR J = 1 TO 3:BN(I,J)
   = BN(I + 4,J): NEXT : NEXT :BN(4,4) = BN(8
   ,4): RETURN
```

5-c

```
5700  REM  RESCUE BOOMERANG OR NET
5710 KL$ = "(":KR$ = ")": IF BN(4,4) = 1 THEN
    KL$ = "#":KR$ =  CHR$ (127)
5715 C = BN(DX,3):KK = 3
5720  IF C = 1 THEN VD =  - 1:HD = 0
5722  IF C = 2 THEN VD = 0:HD = 1
5724  IF C = 3 THEN VD = 1:HD = 0
5726  IF C = 4 THEN VD = 0:HD =  - 1
5730  FOR I = 1 TO 3: GOSUB 5790
5735 SS = 2: GOSUB 5800
5737  IF C$ = "P" THEN EF = 4:HS$(VZ,HZ) = "
   ":C$ = " ": GOTO 5741
5738  IF C$ = "S" THEN EF = 5:HS$(VZ,HZ) = "
   ":C$ = " ": GOTO 5741
5740  IF C$ = " " THEN  GOTO 5742
5741  HTAB HZ: VTAB VZ: PRINT " ";:KK = I - 1
   :I = 3: GOTO 5750
5742  HTAB HZ: VTAB VZ: PRINT KR$;
5743  FOR J = 1 TO 150: NEXT
5744  HTAB HZ: VTAB VZ: PRINT KL$;
5750  NEXT
5760  FOR I = KK TO 1 STEP  - 1
5763  GOSUB 5790
5765  HTAB HZ: VTAB VZ: PRINT " ";
5770  NEXT : RETURN
5790 VZ = VV + BN(DX,1) + ((I - 1) * VD)
5792 HZ = HV + BN(DX,2) + ((I - 1) * HD)
```

5-c Continued

```
5793 C$ = HS$(VZ,HZ): RETURN
5800  REM  SOUNDS
5805  ON SS GOSUB 5810,5820,5830,5840,5850,58
   60,5870,5880,5890
5807  RETURN
5810 FR = 1:DU = 5: GOSUB 6650: RETURN
5820  FOR Y = 5 TO 1 STEP  - 1:DU = 5:FR = Y
   * 30: GOSUB 6650: NEXT : FOR Y = 1 TO 5:FR
    = Y * 30: GOSUB 6650: NEXT : RETURN
5830  FOR Y = 1 TO 4:DU = 30:FR = 250: GOSUB
   6650:DU = 5:FR = 10 * 5: GOSUB 6650: NEXT
   : RETURN
5840  FOR YY = 1 TO 3:DU = 45:FR = 200: GOSUB
    6650: NEXT : RETURN
5850  FOR YY = 20 TO 1 STEP  - 1:FR = YY * 10
    + 50:DU = 5: GOSUB 6650: NEXT : RETURN
5860  FOR I = 1 TO 12:DU = 10:FR = 200: GOSUB
    6650: NEXT : RETURN
5870 DU = 10: FOR I = 1 TO 10:FR = 50: GOSUB
   6650:FR = 200: GOSUB 6650: NEXT : RETURN
5880  FOR ZZ = 1 TO 10: FOR Y = 1 TO 5:YY =
   PEEK (49200): FOR YZ = 1 TO ZZ: NEXT : NEX
   T : NEXT : RETURN
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 69.

6-a

```
6000  REM   SEE EXIT OR PS
6100 AL = 0: RETURN
```

6-b

```
6000  REM   SEE EXIT OR PS
6300 AL = 1: RETURN
```

6-c

```
6600  REM  MUSIC ROUTINE ML
6605  REM  TYPE VERY CAREFULLY!
6610  DATA  0,0,172,0,3,174,1,3
6615  DATA  169,4,32,168,252,173,48,192
6620  DATA   232,208,253,136,208,239,206
6625  DATA  0,3,208,231,96,0,0,0,-1
6630 Z = 0: FOR I = 1 TO 31: READ B: POKE 767
    + I,B:Z = Z + B: NEXT
6635  READ B: IF B <  > - 1 OR Z <  > 3411 T
   HEN  PRINT "DATA!": STOP
6640  RETURN
6650  REM  PLAY MUSIC
6660  POKE 768,DU: POKE 769,FR
6670  CALL 770: RETURN
6800  REM    END OF GAME
6805  HOME
6810 Z$ = "DIDN'T MAKE": IF EF = 7 THEN Z$ =
   "MADE"
6812  PRINT : PRINT "YOU ";Z$;" IT THRU ALL T
   HE CAVES"
6813  IF EF = 7 THEN  GOTO 6830
6815  IF EF = 3 THEN Z$ = "WALLS"
6816  IF EF = 1 THEN Z$ = "TERRORISTS"
6820  IF EF = 6 THEN  PRINT : PRINT "YOU RAN
   OUT OF TIME": GOTO 6830
6825  PRINT : PRINT "TOO MANY ";Z$
6830 Z$ =  STR$ (S4): IF S4 = 0 THEN Z$ = "NO
   "
```

6-c Continued

```
6832  IF S4 ) 0 THEN Z$ =  STR$ (S4)
6835  PRINT : PRINT "THERE WERE ";Z$;" SMOLES
    LEFT"
6840 Z$ = "NOT": IF S6 = 1 THEN Z$ = ""
6845  PRINT : PRINT "YOU DID ";Z$;" GET THE P
   OWER SUPPLY"
6850  PRINT : PRINT "YOU GOT ";S5;" TERRORIST
   S"
6860  PRINT : PRINT "YOU HAD ";S1;" FUEL AND
   ";S2;" AMMO LEFT"
6870 Z$ = "DIDN'T WIN": IF EF = 7 AND S4 = 0
   AND S6 = 1 THEN Z$ = "WON"
6875  PRINT : PRINT "YOU ";Z$;" THE GAME!"
6880  PRINT : PRINT "PRESS ANY KEY TO PLAY AG
   AIN"
6890  GET G$: RUN
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 86.

7-a

```
7000  REM  MORE FUEL OR AMMO
7100 S1 = 1500:S2 = 100: RETURN
```

7-b

```
7000  REM  MORE FUEL OR AMMO
7300 S1 = 1000:S2 = 150: RETURN
```

7-c

```
7800  REM  SMOLE PRISON
7805  FOR I = 1 TO 20: GOSUB 4900
7820 HS$(VZ,HZ) = "S": IF ST = 1 THEN 7840
7830  HTAB HZ: VTAB VZ: PRINT "S";
7840  NEXT : RETURN
7850  REM  POWER SUPPLY
7855  GOSUB 4900
7860  IF AL = 1 THEN  HTAB HZ: VTAB VZ: PRINT
    "P";
7865 HS$(VZ,HZ) = "P": RETURN
8500  REM  VARIABLES
8505 HM = 38:VM = 22: DIM HS$(VM,HM)
8515  GOSUB 7000:S3 = 2000:S4 = 20:S5 = 0
8520  GOSUB 6600: GOSUB 4000: GOSUB 3000: GOS
   UB 2000: GOSUB 6000:S6 = 0
8525  DIM HT(14): DIM VT(14)
8600  REM   LOAD SCREEN
8605  DIM SC$(4,4,4)
8610  DATA  "0101011010100101"
8612  DATA  "0101101001101001"
8614  DATA  "1010010101101010"
8616  DATA  "1001011001011010"
8620  FOR I = 1 TO 4: READ B$: FOR J = 1 TO 4
   : FOR K = 1 TO 4
8625 C$ =  MID$ (B$,J + 4 * (K - 1),1)
8627  IF C$ = "0" THEN C$ = " "
8628  IF C$ = "1" THEN C$ = "X"
8629 SC$(I,J,K) = C$
```

7-c Continued

```
8630  NEXT : NEXT : NEXT :SN = 0
8700  REM  ONE TIME INIT
8710  DIM DX$(4): DATA   A,),V,(: FOR I = 1 T
   O 4: READ DX$(I): NEXT
8715  DATA  -1,0,1,0,0,-1,0,1
8717  DATA  -1,-1,1,1,-1,1,1,-1
8720  DIM FF(8,2): FOR I = 1 TO 8: READ HZ,VZ
8725 FF(I,2) = HZ:FF(I,1) = VZ: NEXT
8730  DATA -1,0,1,0,1,2,1,0,3,0,-1,4,0
8733  DATA -1,-1,2,-1,1,3,1,1,4,1,-1,1,1
8735  DIM BN(8,4): FOR I = 1 TO 4: FOR J = 1
   TO 3: READ BN(I,J): NEXT : NEXT : READ BN(
   4,4)
8737  FOR I = 1 TO 4: FOR J = 1 TO 3: READ BN
   (I + 4,J): NEXT : NEXT : READ BN(8,4)
8740  GOSUB 5000:DX = 1: GOSUB 1000
8800  REM   EVERY TIME INIT
8801 SS = 4: GOSUB 5800
8802  IF SN = 7 THEN EF = 7: GOTO 6800
8805 HV = 19:VV = 14:EF = 0
8810  GOSUB 2500: GOSUB 2600
8815 SN = SN + 1:M$ = "CAVE " +  STR$ (SN)
8825  GOSUB 2700: GOSUB 4600
8827  FOR I =  - 1 TO 1: FOR J =  - 1 TO 1:HS
   $(VV + I,HV + J) = " ": NEXT : NEXT
8830 HS$(VV,HV) = "A": HTAB HV: VTAB VV: PRIN
   T "A";
8850  IF SN = SP THEN M$ = "SMOLE CAVE": GOSU
   B 7800
8855  IF SN = PS THEN M$ = "POWER SUPPLY CAVE
   ": GOSUB 7850
8900  GOTO 1500
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 91.

RADIO SHACK
COLOR COMPUTER
GAME PROGRAM

1-a

```
5 REM --- TYPE 'POKE 25,6:NEW' BEFORE TYPING
10 REM ARCADE EXPLORERS GAME 1
20 REM SAVE THE VENTURIANS
30 REM COPYRIGHT SETH MCEVOY
35 REM       AND LAURE SMITH
40 REM PUBLISHED BY DELL BOOKS
50 CLEAR 1000:GOSUB 3700:GOTO 8500
1000 REM FIRE + OR X
1100 RETURN
```

1-b

```
5 REM --- TYPE 'POKE 25,6:NEW' BEFORE TYPING
10 REM ARCADE EXPLORERS GAME 1
20 REM SAVE THE VENTURIANS
30 REM COPYRIGHT SETH MCEVOY
35 REM       AND LAURE SMITH
40 REM PUBLISHED BY DELL BOOKS
50 CLEAR 1000:GOSUB 3700:GOTO 8500
1000 REM FIRE + OR X
1300 FORI=1TO4:FORJ=1TO2:FF(I,J)=FF(I+4,J):NEX
T:NEXT:RETURN
```

1-c

```
1500 REM MAIN LOOP
1505 IF INKEY$<>"" THEN GOSUB 5700
1510 GOSUB 2700:REM SCORE
1520 GOSUB 3500:REM JOYSTICK
1530 GOSUB 4500:REM ILLUMINATE
1535 GOTO 1600:REM EXITS
1540 P=PEEK(65280):IF P-127 AND P-255 THEN GOS
UB 1700
1545 GG=GG+1:IF GG=3 THEN GG=0:GOSUB 4700
1550 GOSUB 4500:REM 2ND ILLUM
1585 S3=S3-1:IF S3<1 THEN EF=6:GOTO 6800
1590 GOTO 1500
```

1-c Continued

```
1600 REM EXITS
1610 IF EF=2 THEN CLS:M$="NEXT CAVE ... PLEASE
 WAIT":GOSUB 2700:GOTO 8800
1620 IF EF=1 THEN HH=HH-1:M$="TERRORIST! "+STR
$(HH)+" HITS LEFT":SS=8:GOSUB 5800:IF HH<1 THE
N 6800
1630 IF EF=3THEN CC=CC-1:M$="WALL! "+STR$(CC)+
" CRASHES LEFT":SS=8:GOSUB5800:IFCC<1THEN6800
1640 IF EF=4 THEN M$="YOU GOT THE POWER SUPPLY
!":SS=7:GOSUB 5800:S6=1
1650 IF EF=5 THEN S4=S4-1:SS=6:GOSUB 5800:IF S
4<1 THEN M$="YOU GOT ALL SMOLES!"
1690 EF=0:GOTO 1540
1700 REM FIRE!
1705 IF S2<1 THEN RETURN
1707 SS=3:GOSUB 5800
1710 FORI=1TO4:GOSUB 1790
1730 C$=CHR$(HS(VZ,HZ))
1735 IF C$=C4$ THEN HS(VZ,HZ)=32 :S5=S5+1:SS=5
:GOSUB 5800
1737 IF ASC(C$)>144 AND ASC(C$)<160 THEN HS(VZ
,HZ)=32 :S2=S2-5:IF S2<0 THEN S2=0
1740 IF C$<>C1$ THEN 1755
1750 PRINT@V(VZ)+H(HZ),CHR$(207);
1755 NEXT:S2=S2-1
1757 FORI=1TO99:NEXT
1760 FORI=4TO1STEP-1
1770 GOSUB 1790
1775 PRINT@V(VZ)+H(HZ),CHR$(HS(VZ,HZ));:NEXT:R
ETURN
1790 VZ=VV+FF(I,1):HZ=HV+FF(I,2):RETURN
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 11.

2-a

```
2000 REM SLOW OR FAST ENTRY
2100 SP=5:PS=6:RETURN
```

2-b

```
2000 REM SLOW OR FAST ENTRY
2300 SP=2:PS=3:RETURN
```

2-c

```
2500 REM CREATE SCREEN
2502 PRINT@V(4)+H(VM)+1,"TUNNELING"
2505 FORI=1TOVM:FORJ=1TOHM:C$=CHR$(207):HS(I,J
)=32 :GOSUB 2560:NEXT:GOSUB 2550:NEXT
2506 Y=4:GOSUB 2590
2508 FOR K=1TO6
2510 VZ=RND(8)+3:HZ=RND(26)
2515 C=RND(4)
2520 FORI=1TO4:FORJ=1TO4
2525 HS(VZ+I,HZ+J)=ASC(SC$(C,I,J))
2530 NEXT:NEXT:NEXT
2545 RETURN
2550 PRINT@V(4)+H(I),">";:RETURN
2560 IF I=4 THEN HS(4,J)=ASC(C$)
2562 IF I=VM THEN HS(VM,J)=ASC(C$)
2564 IF J=1 THEN HS(I,1)=ASC(C$)
2566 IF J=HM THEN HS(I,HM)=ASC(C$)
2568 RETURN
2590 FORI=1TOHM:PRINT@V(Y)+H(I),C1$;:NEXT:RETU
RN
2600 REM DOORWAY
2610 DW=RND(4):ON DW GOSUB 2630,2640,2650,2660
2625 HS(VZ,HZ)=69:IF AL=1 THEN RETURN
2628 PRINT@V(VZ)+H(HZ),"E";:RETURN
2630 VZ=4:HZ=15:RETURN
2640 VZ=10:HZ=31:RETURN
2650 VZ=16:HZ=15:RETURN
```

2-c Continued

```
2660 VZ=10:HZ=1:RETURN
2700 REM SCOREBOARD
2710 PRINT@V(1)+H(1),"FUEL";S1;" AMMO";S2;" TM
";S3;" "
2715 PRINT@V(2)+H(1),"SMOLES ";S4;"  TERRORIST
S ";S5;"  "
2720 PRINT@V(3)+H(1),M$
2721 K=LEN(M$)+1:FORI=K TO HM-K:PRINT@V(3)+H(I
),C1$;:NEXT
2790 RETURN
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 30.

3-a

```
3000 REM ALLOW MORE HITS OR CRASHES
3100 HH=20:CC=10:RETURN
```

3-b

```
3000 REM ALLOW MORE HITS OR CRASHES
3300 HH=10:CC=20:RETURN
```

3-c

```
3500 REM VEHICLE MOVE
3505 VD=0:HD=0
3510 HP=JOYSTK(0):VP=JOYSTK(1)
3515 IF VP<16 THEN VD=-1:DX=1
3520 IF HP>45 THEN HD=1:DX=2
3525 IF VP>45 THEN VD=1:DX=3
3530 IF HP<15 THEN HD=-1:DX=4
3535 C=ABS(VD)+ABS(HD):IF C>1 OR C=0 THEN RETU
RN
3537 IF S1=0 THEN RETURN
3540 HS(VV,HV)=32
3545 HZ=HV+HD:VZ=VV+VD:GOSUB 3600
3550 HV=HV+HD:VV=VV+VD
3555 HS(VV,HV)=ASC(DX$(DX))
3560 IF HD+VD=0 THEN RETURN
3565 S1=S1-1:IF S1<0 THEN S1=0
3570 SS=1:GOSUB 5800:RETURN
3600 REM CHECK FOR COLLISIONS
3610 C$=CHR$(HS(VZ,HZ))
3615 IF C$=C1$ THEN RETURN
3620 IF C$=C4$ THEN EF=1
3625 IF C$="E" THEN EF=2
3630 IF (ASC(C$)>144 AND ASC(C$)<160) OR C$=CH
R$(207) THEN EF=3
3680 HD=0:VD=0:RETURN
3700 REM INSTRUCTIONS
3705 IF PEEK(25)<>6 THEN PRINT"PLEASE TYPE 'PO
```

3-c Continued

```
KE 25,6:NEW'":STOP
3710 CLS:PRINT"ARCADE EXPLORERS GAME 1: RULES"
3715 PRINT:PRINT"AVOID TERRORISTS ";CHR$(191);
" & WALLS ";CHR$(159);CHR$(32);CHR$(207)
3716 PRINT
3720 PRINT"GET SMOLES s & POWER SUPPLY p"
3721 PRINT
3725 PRINT"FIND THE EXITS   E"
3730 PRINT:PRINT"ACTION:"
3735 PRINT:PRINT"USE LEFT JOYSTICK TO MOVE"
3740 PRINT"FIRE WITH FIRE BUTTON"
3745 PRINT"HIT ANY KEY TO RESCUE"
3750 PRINT:PRINT"PRESS ANY KEY TO BEGIN NOW"
3790 RN=RN-1:IF INKEY$="" THEN 3790
3795 RN=RND(RN):RETURN
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 42.

4-a

```
4000 REM SEE SMOLES OR TERROS
4100 ST=0:RETURN
```

4-b

```
4000 REM SEE SMOLES OR TERROS
4300 ST=1:RETURN
```

4-c

```
4500 REM ILLUMINATE
4510 FOR I=VV-1TOVV+1:FORJ=HV-1TOHV+1
4520 PRINT@V(I)+H(J),CHR$(HS(I,J));
4525 NEXT:NEXT:RETURN
4600 REM CREATE TERRORISTS
4610 FORI=1TO2*SN:GOSUB 4900
4620 GOSUB 4800:NEXT:RETURN
4700 REM MOVE TERROS
4705 FORI=1TO2*SN
4707 TF=0:PF=0
4710 IF HS(VT(I),HT(I))=32 THEN GOSUB 4900:GOS
UB 4800
4715 VA=ABS(VV-VT(I)):HA=ABS(HV-HT(I)):VD=0:HD
=0
4720 IF HA>VA THEN 4750
4725 PF=1
4730 IF VT(I)>VV THEN VD=-1:GOTO 4760
4740 VD=1:GOTO 4760
4750 IF HT(I)<HV THEN HD=1:GOTO 4760
4755 HD=-1
4760 TF=TF+1
4765 VZ=VT(I)+VD:HZ=HT(I)+HD
4767 IF HS(VZ,HZ)=ASC(DX$(DX)) THEN EF=1
4768 IF HS(VZ,HZ)<>32 THEN 4780
4770 HS(VT(I),HT(I))=32:PRINT@V(VT(I))+H(HT(I)
),C1$;:GOSUB 4800
4775 NEXT:RETURN
```

4-c Continued

```
4780 IF TF>2 THEN 4775
4785 IF PF=0 THEN 4725
4786 GOTO 4750
4800 REM ONE TERRO
4810 VT(I)=VZ:HT(I)=HZ:HS(VZ,HZ)=191
4815 Z$=C1$:IF ST=1 THEN Z$=C4$
4820 PRINT@V(VT(I))+H(HT(I)),Z$;:RETURN
4900 REM RANDOM CREATE
4910 VZ=RND(11)+4:HZ=RND(29)+1
4920 IF HS(VZ,HZ)<>32 THEN 4910
4925 IF ABS(VZ-VV)>3 AND ABS(HZ-HV)>3 THEN RET
URN
4930 GOTO 4910
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 56.

5-a

```
5000 REM USE BOOMERANG OR NET
5100 RETURN
```

5-b

```
5000 REM USE BOOMERANG OR NET
5300 FORI=1TO4:FORJ=1TO3:BN(I,J)=BN(I+4,J):NEX
T:NEXT:BN(4,4)=BN(8,4):RETURN
```

5-c

```
5700 REM BOOM OR NET
5710 KL$="(":KR$=")":IF BN(4,4)=1 THEN KL$="%"
:KR$="+"
5715 C=BN(DX,3):KK=3
5720 IF C=1 THEN VD=-1:HD=0
5722 IF C=2 THEN VD=0:HD=1
5724 IF C=3 THEN VD=1:HD=0
5726 IF C=4 THEN VD=0:HD=-1
5730 FORI=1TO3:GOSUB 5790
5735 SS=2:GOSUB 5800
5737 IF C$=C6$ THEN EF=4:HS(VZ,HZ)=32:C$=C1$:G
OTO 5741
5738 IF C$=C5$ THEN EF=5:HS(VZ,HZ)=32:C$=C1$:G
OTO 5741
5740 IF C$=C1$ THEN GOTO 5742
5741 PRINT@V(VZ)+H(HZ),C1$;:KK=I-1 : I=3 : GOT
O  5750
5742 PRINT@V(VZ)+H(HZ),KR$;
5743 FORJ=1TO60:NEXT
5744 PRINT@V(VZ)+H(HZ),KL$;
5750 NEXT
5760 FORI=KK TO 1 STEP-1
5763 GOSUB 5790
5765 PRINT@V(VZ)+H(HZ),CHR$(HS(VZ,HZ));
5770 NEXT:RETURN
5790 VZ=VV+BN(DX,1)+((I-1)*VD)
```

5-c Continued

```
5792 HZ=HV+BN(DX,2)+((I-1)*HD)
5793 C$=CHR$(HS(VZ,HZ)):RETURN
5800 REM SOUNDS
5805 ON SS GOSUB 5810,5820,5830,5840,5850,5860
,5870,5880,5890
5807 RETURN
5810 SOUND 1,1:RETURN
5820 FORY=2TO1STEP-1:SOUND Y*30,1:NEXT:FORY=1T
O2:SOUND Y*30,1:NEXT:RETURN
5830 FORY=1TO2:SOUND 230,3:SOUND 50,1:NEXT:RET
URN
5840 FORY=1TO2:SOUND 200,10:SOUND 250,2:NEXT:R
ETURN
5850 FORY=20 TO 1 STEP -1:SOUND Y*10+50,1:NEXT
:RETURN
5860 FORY=1TO12:SOUND 150,1:NEXT:RETURN
5870 FOR Y=1TO5:SOUND 100,4:SOUND 50,4:NEXT:RE
TURN
5880 SOUND 200,3:SOUND 100,3:RETURN
5890 STOP
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 69.

6-a

```
6000 REM SEE EXIT OR PS
6100 AL=0:RETURN
```

6-b

```
6000 REM SEE EXIT OR PS
6300 AL=1:RETURN
```

6-c

```
6800 REM ENDING
6805 CLS:M$="THE GAME IS OVER!  YOU ...":GOSUB
 2700
6815 Z$="DIDN'T MAKE":IF EF=7 THEN Z$="MADE"
6817 PRINT@V(5)+H(1),Z$;" IT THRU ALL CAVES"
6820 IF EF=7 THEN GOTO 6830
6822 IF EF=3 THEN Z$="WALLS"
6823 IF EF=1 THEN Z$="TERRORISTS"
6824 IF EF=6 THEN Z$="TIME"
6825 PRINT
6826 PRINT Z$;" WAS YOUR PROBLEM!"
6830 Z$="NOT":IF S6=1 THEN Z$=""
6832 PRINT
6835 PRINT"YOU DID ";Z$;" GET POWER SUPPLY"
6840 Z$="NOT":IF S4=0 THEN Z$=""
6842 PRINT
6845 PRINT"YOU DID ";Z$;" GET ALL SMOLES!"
6850 Z$="DIDN'T WIN":IF EF=7 AND S4=0 AND S6=1
 THEN Z$="WON"
6855 PRINT:PRINT"YOU ";Z$;" THE GAME!"
6860 PRINT:PRINT"PRESS ANY KEY TO PLAY AGAIN!"
6865 IF INKEY$="" THEN 6865
6870 RUN
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 91.

7-a

```
7000 REM MORE FUEL OR AMMO
7100 S1=1500:S2=100:RETURN
```

7-b

```
7000 REM MORE FUEL OR AMMO
7300 S1=1000:S2=150:RETURN
```

7-c

```
7800 REM SMOLE PRISON
7805 FORI=1TO20:GOSUB 4900
7820 HS(VZ,HZ)=115:IF ST=1 THEN 7840
7830 PRINT@V(VZ)+H(HZ),C5$;
7840 NEXT:RETURN
7850 REM POWER SUPPLY
7855 GOSUB 4900
7860 IF AL=1 THEN PRINT@V(VZ)+H(HZ),C6$;
7865 HS(VZ,HZ)=112:RETURN
8500 REM VARIABLES
8505 HM=31:VM=16:DIM HS(VM,HM)
8515 GOSUB 7000:S3=2000:S4=20:S5=0:S6=0
8520 GOSUB4000:GOSUB3000:GOSUB2000:GOSUB6000
8525 DIM HT(14):DIM VT(14)
8530 DIM H(HM):DIM V(VM)
8535 FORI=1TO HM:H(I)=I-1:NEXT
8536 FORI=1TO VM:V(I)=(I-1)*32:NEXT
8540 C1$=" "
8550 CLS
8600 REM LOAD SCREEN
8605 DIM SC$(4,4,4)
```

CONTINUE TYPING

ON PAGE 165.

7-c Continued

```
8610 DATA "0101011010100101"
8612 DATA "0101101001101001"
8614 DATA "1010010101101010"
8616 DATA "1001011001011010"
8620 FORI=1TO4:READ B$:FORJ=1TO4:FORK=1TO4
8625 C$=MID$(B$,J+4*(K-1),1)
8627 IF C$="0" THEN C$=C1$:GOTO 8630
8628 C$=CHR$(RND(15)+144)
8630 SC$(I,J,K)=C$
8635 NEXT:NEXT:NEXT:SN=0
8700 REM ONE TIME INIT
8705 DX=1
8710 DIM DX$(4):DATA A,>,V,<
8712 FORI=1TO4:READ DX$(I):NEXT
8715 DATA -1,0,1,0,0,-1,0,1
8717 DATA -1,-1,1,1,-1,1,1,-1
8720 DIM FF(8,2):FORI=1TO8:READ HZ:READ VZ
8725 FF(I,2)=HZ:FF(I,1)=VZ:NEXT
8730 DATA -1,0,1,0,1,2,1,0,3,0,-1,4,0
8733 DATA -1,-1,2,-1,1,3,1,1,4,1,-1,1,1
8735 DIM BN(8,4):FORI=1TO4:FORJ=1TO3:READ BN(I
,J):NEXT:NEXT:READ BN(4,4)
8737 FORI=1TO4:FORJ=1TO3:READ BN(I+4,J):NEXT:N
EXT:READ BN(8,4)
8740 GOSUB 5000:DX=1:GOSUB 1000
8750 C1$=CHR$(32):C4$=CHR$(191):C5$=CHR$(115):
C6$=CHR$(112)
8800 REM EVERY TIME INIT
8801 SS=4:GOSUB 5800
8802 IF SN=7 THEN EF=7:GOTO 6800
8805 HV=15:VV=10:EF=0
8810 GOSUB 2500
8812 GOSUB 2600
8815 SN=SN+1:M$="CAVE"+STR$(SN)
8820 GOSUB 2700:GOSUB 4600
8825 FORI=-1TO1:FORJ=-1TO1:HS(I+VV,J+HV)=32:NE
XT:NEXT
```

7-c Continued

```
8830 HS(VV,HV)=ASC(DX$(DX)):PRINT@V(VV)+H(HV),
DX$(DX);
8840 IF SN=SP THEN GOSUB 7800:M$="SMOLE CAVE"
8850 IF SN=PS THEN GOSUB 7850:M$="POWER SUPPLY
 CAVE"
8900 GOTO 1500
```

WHEN YOU HAVE FINISHED TYPING, CONTINUE READING ON PAGE 91.

HELP SAVE THE VENTURIANS. WIN A COMMODORE 64 COMPUTER

There's a malfunction jamming Venturia's computer network. The noble Venturians will be doomed—unless *you* can come up with the password that will undo the glitch. We challenge you to create a password you think can be programmed into the computer to repair the malfunction.

You can choose from any word in the universe—or you can make one up! The password will be judged on originality and inventiveness.

Be sure to send in your entry blank before December 31, 1985. Please send this original entry blank because no photostatic copies will be accepted. The winner will be notified personally by the judges. Send this coupon to:

Dell

DELL PUBLISHING CO., INC. **B720A**
Dept: BFYR—AE
245 East 47 Street, New York, NY 10017

Name_____
Address_____
City_____ State_____ Zip_____
Telephone no._____ Age_____

Write the password here:_____

Void where prohibited by law.

The reader is the hero

in the

FIGHTING FANTASY GAMEBOOKS

Steve Jackson, Peter Andrew Jones, Ian Livingstone.

These exciting paperbacks—part story, part game—combine the best elements of *Dungeons and Dragons* and *Choose Your Own Adventure*. They feature score sheets, monster encounters, and elaborate combat systems played with a pair of dice and a pencil. The reader decides which route to take, which monsters to fight, and where to use his special knowledge of the magic arts.

_____STARSHIP TRAVELLER, $1.95 98241-3

_____THE WARLOCK OF FIRETOP MOUNTAIN, $2.25 99381-4

_____THE CITADEL OF CHAOS, $1.95 91280-6

_____THE FOREST OF DOOM, $1.95 92679-3

_____CITY OF THIEVES, $1.95 91374-8

_____DEATHTRAP DUNGEON, $2.25 91717-4

_____ISLAND OF THE LIZARD KING, $2.25 94027-3

_____SCORPION SWAMP, $2.25 97676-6

Not available in Canada

At your local bookstore or use this handy coupon for ordering:

Dell

DELL READERS SERVICE-Dept. B720B
P.O. BOX 1000, PINE BROOK, N.J. 07058

Please send me the above title(s). I am enclosing $_____(please add 75c per copy to cover postage and handling). Send check or money order—no cash or COOs. Please allow 3-4 weeks for shipment.

Ms. Mrs. Mr._____

Address_____

City, State_____Zip_____

ARCADE EXPLORERS

CAN YOU SAVE THE COMPUTER KINGDOM?

YOU ARE THE STAR of this unique fantasy adventure. Pass through the glass of "lightning's window" and journey inside your computer to the land of Venturia, where you'll fight deadly battles with the evil Techno-terrorists.

WILL YOU CROSS the treacherous Data Swamp? Or climb the slippery Terminal Ridge? What happens to you in the story depends on the choices you make. Your decisions will also affect the speed, action, and strategy of the explosive final battle.

AS AN ADDED BONUS this book contains a computer game program with 128 exciting variations that you can play to defeat the deadly terrorists—and save the Venturians!

Other Arcade Explorers books you will enjoy:
REVENGE OF THE RASTER GANG
THE ELECTRONIC HURRICANE
THE MAGNETIC GHOST OF SHADOW ISLAND

0 97684
71009 00295
ISBN 0-440-97684-7
COVER PRINTED IN USA